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IMPERIAL MONITORUM MANUAL



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Graham McNeill

Project No. 110443 & 111006, 1107



IMPERIAL MUNITORUM MANUAL

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By order of the Departamento Munitorum

The Imperial Munitorum Manual (Cadian edition) has been written, prepared and produced by order of the Chancellor of the Estate Imperium in conjunction with the Lord General Militant of our Emperor's glorious Imperial Guard. The requisition forms have been prepared and produced by the most vaunted order of the Departamento Munitorum.

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Author **Graham McNeill**

Illustrations **Alex Boyd, Wayne England, Neil Hodgson, Karl Kopinski & Tiernen Trevallion**

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PREFACE

BY SEWARD ROSENCRAZ,
CHANCELLOR OF THE ESTATE IMPERIUM

The soldiers of the Imperial Guard are the bulwark of our beloved Imperium, without whose glorious labours in service of the Divine Emperor of Mankind, the galaxy would fall to the depredations of countless alien races and the myriad foes of Humanity. The institution of this galaxy-spanning organisation is what has allowed the Emperor's people to conquer the very stars in quest of Mankind's manifest destiny to rule the heavens. The courage, vigour and loyalty of the Imperial Guard cannot be doubted, but without the infrastructure of an organisation mightier still, it would be naught but a collection of spear-waving savages unable to do more than rampage across their homeworld like the barbarian tribes of Old Earth.

This mighty organisation is the Departamento Munitorum and without its Herculean labours, the galaxy would soon fall to anarchy and the destruction of our way of life. It is to this organisation that this book is dedicated, and to which the information contained within it is most relevant. It has been put together by the most dedicated clerks and officers of the Departamento Munitorum for the benefit of all soldiers within the Imperial Guard, from the lowliest Guardsman to the most senior Lord Militant, for the information contained in this book should be understood and appreciated by all within the Imperium. Only those who truly understand the full panoply of regulations, bylaws, subsections and full requisitioning procedures can

properly appreciate the mighty labours that ensure the armies of the Imperium are able to take the illumination of the Emperor to the far corners of the galaxy.

Though history often tells of the heroics of the bloodied soldier striding through storms of gunfire or the stalwart general leading his troops from the front with his gleaming blade held high, few tell of the equally heroic logistical officers or supply clerks who ensure that the bloodied soldier has sufficient power packs for his lasgun or that the general has the correct sword appropriate to his rank. Such men are at least as important (if not more so!) to the continued procession of victories enjoyed by the soldiers of the Imperial Guard. Thus, I commend this book to the care and diligence of every warrior of the Emperor in expectation that a fuller understanding of how the Imperial Guard is raised, supplied, maintained and despatched to war will result in a greater majesty and power in His armies.

The Emperor is our sword and shield, and under his aegis may you smite His enemies.



Chancellor of the
Estates Imperium,
Seward Rosencraz

LOGISTICAL OFFICER'S CHAIN OF COMMAND

To be completed upon receipt of Form OFH4439/b3 (Red) and returned to Departamento Munitorum Administratum (Terra).

Name	Sex M/F	Notable supply exceptions
Regiment		
Serial number	Item supplied (kg)	
Rank		
Grade	Item returned intact (kg)	
Height		
Weight	Commendations	
Distinguishing marks		
Age	Logistical awards	
Born (place/date)		
	Departamento Munitorum citations	
Current posting (planet/campaign/ship)	Item discipline taken	
Company Number/Name	Paperwork completed (%)	
Supply Chain No	Personal commendations	
Logistical commander's name		
	Logistical superior's comments	
Battalion supply clerk's name		
Company distribution officer's name	Imperial Guard commander's comments	
Platoon supply liaison's name		
Squad kit requisitioner		
Supply commissar's name		
Logistical priest's name		

SERVICE RECORD

To be compiled by Departamento Munitorum
Acquisitions Supervisor

Theatres of war

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.....

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(N/A) DO NOT WRITE IN THIS SPACE

(offence punishable by cessation of luxury items and a requirement
to fill in form 3BWH8002.9002 (Blue) in triplicate.)

CONTENTS

Part the FirstGlorious Histories and Organisational Procedures of the Departamento Munitorum.

Section 1: The Duties and Honour of the Departamento Munitorum; Section 2:
Hierarchy of the Departamento Munitorum.

Part the SecondThe Cadian 91st – 'The Glorious Sentinels'.

Section 1: The Cadian Regiments; Section 2: Raising and Structure of the 91st
(Command and Infantry); Section 3: Supply Needs of a Regiment;
Section 4: Shipping of Equipment.

Part the ThirdThe Requisitioning of Equipment and Supplies.

Section 1: Requisitioning of Equipment; Section 2: Expected Conduct when dealing with
the Departamento Munitorum; Section 3: Acquisition of Supplies while on Active Duty.

Part the FourthProper Conduct in the Use and Maintenance of Departamento Munitorum property.

Section 1: Care and Maintenance of Departamento Munitorum equipment;
Section 2: Unauthorised Modification of Departamento Munitorum equipment;
Section 3: Procedures and punishments for laxity in maintenance of Departamento
Munitorum equipment.

Part the FifthThe Personal Equipment of the Imperial Guardsman.

Section 1: Identification of the most common items issued to a front line trooper.

Part the SixthThe Personal Weapons of the Imperial Guardsman.

Section 1: Identification of the most common weaponry issued to a front line trooper.

Part the SeventhThe Support Weapons of Imperial Guard Support Platoons.

Section 1: Identification of the most common items issued to support platoons and squads.

Part the EighthRegimental Equipment of the Imperial Guard.

Section 1: Identification of the most common items issued to senior officers and
specialist personnel.

Part the Ninth A selection of simple and easy to understand forms for the many and
varied situations likely to arise in the day to day life of a regiment and how such
eventualities may be quickly and efficiently dealt with by the helpful staff of the
Departamento Munitorum.

PART THE FIRST: THE GLORIOUS HISTORY OF THE DEPARTMENTO MUNITORUM

SECTION I: THE DUTIES AND HONOUR OF THE DEPARTMENTO MUNITORUM

*'How can a man be happy if he does not
serve his lord with his whole heart?'*

Litany of the Adepts

Since the early years of the 31st Millennium, the Departmento Munitorum has provided the strategic command for the Imperial Guard. The long and glorious history of the Departmento Munitorum can be traced back almost ten thousand years, to a time where the structure of the Imperium was very different to what we know today'. In the earliest days of the Great Crusade, when times were simpler, all that was required of the fighting forces of the Imperium was conquest. Expeditionary fleets would set out from Terra and take the fight to the alien races that sought to feast on the vulnerable empire of Humanity in the wake of the Age of Strife. The Emperor, beloved by all, set out to expunge the xeno from the galaxy and render it unto a realm fit for humanity to inherit. These expeditions only carried with them the means to fulfil a portion of their supply needs, but simply took what they needed from the worlds they conquered in their travels. Upon the compliance of a world, the expeditionary fleet would move on, leaving the assimilation of the planet into the Impe-

rial fold by fleets of pioneers and colonists. Each would, in time, become a fully integrated world, capable of supporting itself and the growing number of expeditionary fleets.

Such a state of affairs could not continue, for eventually each fleet would exhaust its supplies and be too far from a compliant planet capable of resupply. In these times, the resources of a campaign were organised by the commanding officer of the expeditionary fleet, a necessity of the times, but one that was wholly unsuited to the growing size and complexity of the Imperium. Oft times a commander would be expected to be war leader, diplomat, aexactor, mediator and logistician. Such men who could accomplish all these feats and still have time for the strategic demands of a long campaign were few and far between and, as such, the newly formed Council of Terra began recruiting those whose minds could function in such a manner, empowering these administrators with the duty of maintaining the Emperor's armies in perpetuity. This was the

earliest incarnation of the Departmento Munitorum.

These first heroes of the Departmento Munitorum came from every rank and station within the expeditionary fleets and adepts of Terra, sober men and women of suitable temperament for such grave responsibility. Given unto them was the task of ensuring that the Imperial Army's (as the Guard was known then) need for munitions, supply, recruitment, training and transportation was met. The records of these times are fragmentary as to the exact dates and reasons for the change of name from Army to Guard (a fact that continues

to irritate the pedants amongst the archivists despite its insolubility) as this was an 'age of warriors and heroes'² not bookkeepers.

Whatever the reason, the earliest pioneers in organising a unified supply and recruitment structure had many almost insurmountable obstacles to overcome, not least of which was the reluctance of each expedition to relinquish control of such things to others more qualified to administer them. While the Imperium was expanding from Terra and the scale of conquered space was, relatively speaking, manageable, such resistance to change was perhaps understandable.



The heroic Imperial Guard make war ably supported by the Departmento Munitorum.

¹For a fuller reading of the history of the Departmento Munitorum and other organisations, readers are encouraged to seek out *The Almanac of Terran Bureaucracy* by Maddox Brinkmann, though its ruminations are somewhat dry and belaboured, more enamoured with processes rather than results.

²Ignace Karkasy, *Meditations on the Elegiac Hero*. This tome was said to contain much forgotten history from the earliest days of the Imperium. Sadly most copies have since been lost or destroyed in the intervening years.

if short-sighted. Battle groups moved quickly and could react swiftly to evolving circumstances, but as times changed and the demands of a constantly changing battlefield required greater and greater ingenuity on the part of the Imperial war machine, soldiers would go into battle equipped with a multitude of different weapons, ammunition stocks, armour and training³. The very successes of the earliest expeditions were to sound the death knell for such objections, for soon the Imperium became so large that such objections became untenable.

Even the most intransigent commanders soon realised that this state of affairs could not continue and central control of the Imperial forces (Guard) was given to the Departamento Munitorum. From this point onwards, every Imperial Guard regiment would look to the Departamento Munitorum to raise, supply, train and despatch it⁴. In recognition of the great importance of this work, no less than three seats amongst the High Lords of Terra were given to the most senior officers of the Departamento Munitorum: The Lord Commander Militant of the Imperial Guard, The Lord Commander of the Estate Imperium and The Master of the Administratum. For a time, this central command was organised from Terra, but as the demands of a galaxy-spanning empire grew more strident, it soon became clear that control of all aspects of the Guard from one central point was virtually impossible.

Given the vagaries of warp communication and travel, it is difficult enough to ensure that far flung worlds remain loyal to the Emperor, so controlling the day to day activities of these planets is a hopeless task. Because of this, the building blocks of the Imperial Guard are firmly based on the military forces of the individual worlds. The Ministorum governs some Imperial worlds, while others are ruled by the tech-priests of the Adeptus Mechanicus. Of these worlds, we shall not trouble ourselves, for their methods of accounting and logistical mechanics are arcane and byzantine.

Such worlds are in the minority and thus the majority of Imperial worlds must look to the Departamento Munitorum for their defence and safety. The Garrison worlds of the Imperial Guard and those under the jurisdiction of Imperial Commanders are where we shall confine our researches and revelations in this publication. In the following sections, we will look at how the Departamento Munitorum is organised at sector and sub-sector level, and the processes by which the raising of an Imperial Guard Regiment is decided. By using the example of the Cadian 91st, we shall outline the methods by which a regiment is raised and supplied, its structures, the organisational procedures that allow it to wage war and the conduct required of its officers when dealing with the agents of the Departamento Munitorum.

SECTION 2: HIERARCHY AND STRUCTURE OF THE DEPARTAMENTO MUNITORUM

'There is no right or wrong in our profession. The present changes the past from moment to moment. Only pray for the future to vindicate your action.'

Litany of the Adepts,
Canticle of the Administrator

As we have already seen, the central control of the forces of the Imperium is next to impossible from one central location, a fact the blessed Emperor realised almost immediately upon embarking upon the Great Crusade. One of His earliest edicts of the time was that an Imperial Governor (or Imperial Commander, as they were often known) be appointed to administer each compliant world. Such positions were often awarded to commanders who had performed well in the field, a practice that was not always successful, for great soldiers do not necessarily make good administrators in times of peace⁵. In an effort to ease the dependence of each world on the Imperium, the majority of such appointees are scions of powerful local nobility with their own power base and means to maintain control. All are, of course, subject to approval by the Adeptus Terra, and thus they are more suited to the role of administrators. Though such men and women are described as administrators, it should not be forgotten that they are also expected to be warriors, for each is responsible for the defence of their world.

This last responsibility is essential, as the unreliability of warp travel

means that local defences must bear the initial brunt of any enemy attack until aid can be despatched. These local forces are generally codified as Planetary Defence Forces (PDF) and must be maintained at a level of readiness where they can withstand the attack of even a very powerful enemy force until reinforcements can arrive. However, this promise of reinforcements comes at a price known as a 'tithe'.

It is the Departamento Munitorum's task to collect a tithe from every world in the Imperium and it is the duty of every Imperial Commander to provide it in a timely fashion. This tithe can be taken in the form of men or material, depending on the planet in question. The methods of assessment are fair and just, though they require the willing services of thousands of scribes and accounting servitors to adjudge the wealth of an entire world. Many factors must be taken into account, including the wealth and resources of the world, as well as the likelihood of attack in the foreseeable future. When a tithe is taken in men under arms, soldiers will be recruited in much the same way as they are for the PDF and sometimes

³The infamous Respero's World incident proves just how deadly such massive variations can be. When the Praelian Chorsairs encountered scouts from the Tegumen Castellans they mistook them for hostiles - not recognising their armaments, armour or doctrines. Records of the ensuing battle speak of some ten thousand dead before the truth of the matter was realised.

⁴Rumours persist that there were darker reasons for it being desirable that no Imperial force could look to its own resupply in these times, but evidence of such cannot be substantiated and they are therefore not within the scope of this publication.

⁵One famous incident of such a laudable (if flawed) policy is the notorious 'Janstoun Slaughter' on Pernus Binary, where Lord Commander Poldour sent in heavily armoured dragoons to quell an industrial dispute. Matters quickly escalated and the entire mining community was pounded to destruction by a devastating artillery barrage.

entire regiments will be raised from the ranks of the PDF itself. In addition to the regular tithes, the Departamento Munitorum can also demand that the Imperial Commander raise regiments to meet a specific threat or answer a call for aid from a neighbouring system or planet.

To organise such mighty labours, the Departamento Munitorum is organised at the sector and sub-sector level. Each level of organisation has enough autonomy to respond to local problems, normally acting to support Imperial regiments from worlds close to a crisis point in an increasing radius as required. The level of response will escalate to meet the level of the threat. Should the PDF of a world prove inadequate to repel invaders, then the sub-sector command of the Departamento Munitorum will deploy its standing Imperial Guard regiments to augment and/or avenge the local forces. If more forces are needed then the sub-sector command will raise additional troops, initially from nearby worlds and then from other, more distant worlds in the sub-sector. As the commitment of troops grows, sector command of the Departamento Munitorum will become more involved and reinforcements will be drawn from more and more worlds. The effect is that the harder an enemy strikes the Imperium, the greater the response will be!

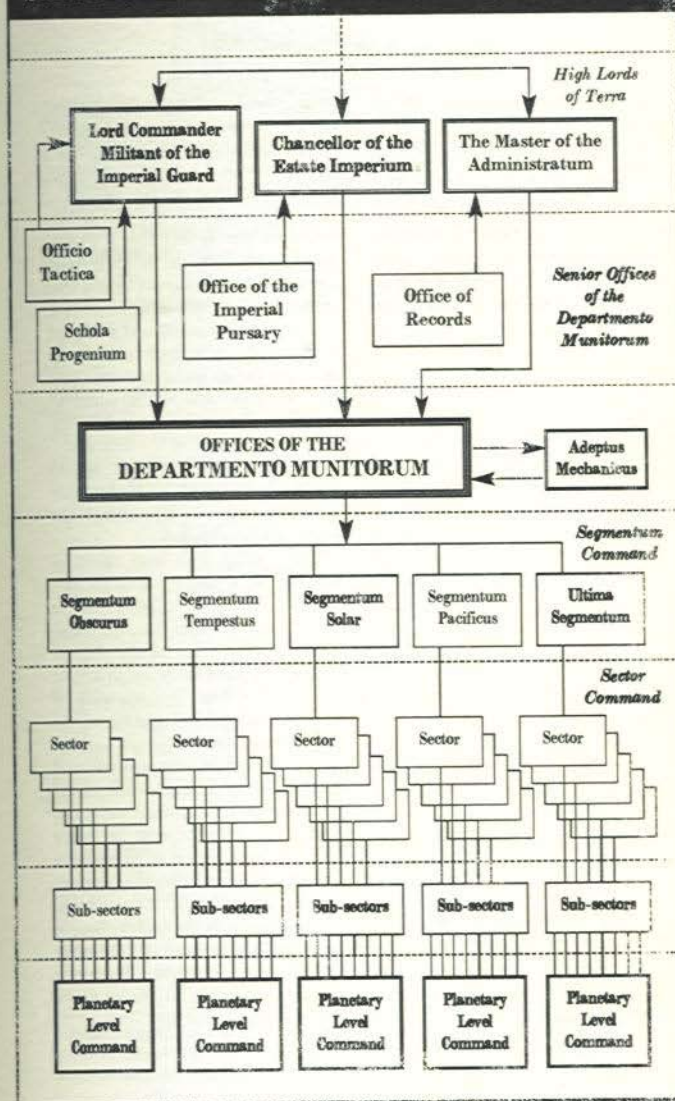
Though individual regiments are normally commanded by their own officers (usually drawn from the nobility of their homeworld) this is not always practical when dozens of regiments are mustered. In such cases, a higher level of command is provided by the general staff of the

Departamento Munitorum. This staff is generally formed from the best of the officers in the tithed regiments, recommended by their previous service (or their family connections in some cases) and they receive additional training to prepare them for the greater role in commanding armies. At the highest levels of command, these men will be known as Lord General Militant or Lord Commander Militant. However, there are many other titles in regular use, though this is rarely a problem as such high appointments are singular in nature, with only one Lord General active in a sector at any time. In some (thankfully) rare occasions, the crisis will be of such magnitude that a higher rank still will be required. This rank is known as Warmaster.

Such a grand title is reserved for only the mightiest crusades and even the Departamento Munitorum is forbidden from bestowing such a title upon a soldier without the express permission of the High Lords of Terra. Such mighty individuals wield a power second only to the Emperor and not lightly does the Departamento Munitorum request such an appointment, for the position carries with it a *carte blanche* to do what must be done. Due to the unrivalled power of this office, there is only ever one Warmaster at a time and though the honour of such a title is beyond measure, there are still those who question its relevance in the Imperium of today, given past, legendary associations of betrayal that cling to it. Perhaps because of this, some individuals accorded this great honour have chosen to use the synonymous title of 'Lord Solar'.



STRUCTURE OF THE DEPARTAMENTO MUNITORUM



Note: Cadia's sector Departmento Munitorum structure ends at Segmentum Obscurus level.

PART THE SECOND:

THE CADIAN 91ST - 'THE GLORIOUS SENTINELS'

SECTION I: THE CADIAN REGIMENTS

The world of Cadia, in Segmentum Obscurus is a world at war. Long have the brave warriors of Cadia stood at the forefront of battle against the vilest of enemies, and long have they stood proud and undefeated before them. This volatile region of space is one that all brave Guardsmen should hope to fight in one day, for it is here that the greatest glory imaginable can be found and where each man can repay his debt to the Emperor with his life and death.

The sectors surrounding Cadia are highly militarised to resist the invasions of a great enemy that sallies forth from a region of great corruption¹. No planet is stronger than Cadia; a fortress world that stands at the mouth of the one stable route leading from this great corruption; the Cadian Gate. As such, it is one of the most strategically vital worlds in the Imperium and its warriors are likewise amongst its most stalwart. No force of any size can venture forth from the great corruption without first passing Cadia and thus far, the Cadian Gate has resisted every invasion launched upon it.

Though Cadia itself is a bleak, merciless, and wind-blown planet, where only the strongest survive to adulthood and discipline is learned at the earliest age, it is a world that breeds only the hardest soldiers. Armies train with live ammunition, and every day not spent training is a day wasted. Every city (or Kasr, as they are known) is a fortress, with the streets and buildings fashioned with great cunning by the finest military architects of the Departmento Munitorum. Every Cadian is taught the skills of the warrior as soon as he can walk, and Cadians are much

sought after by commanders throughout the galaxy. Such a planet breeds hardy and determined warriors, and the Cadian regiments have a well-deserved reputation for both honour and fighting spirit.

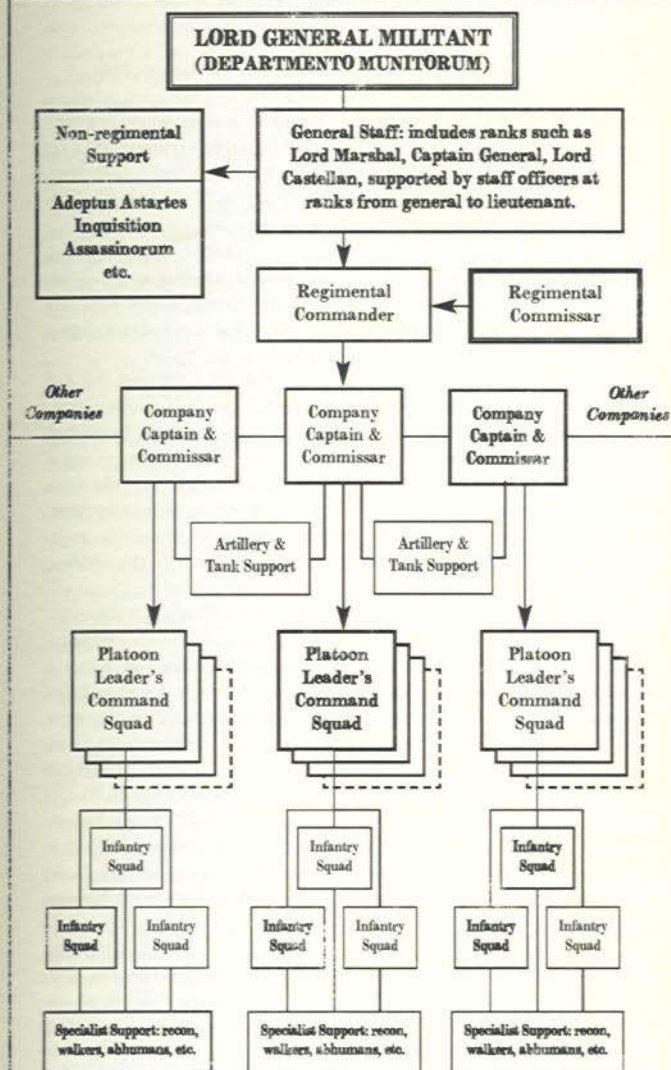
From the earliest age, Cadians are instructed how to field strip a weapon with their eyes shut, and tactical doctrine is taught before reading and writing. One soldier in every ten is recruited into the Interior Guard, regardless of ability or achievements. As a result, some of the most able soldiers spend their entire military service on Cadia, and the soldiers of the Cadian Planetary Defence Force are among the most effective and skilled fighting men in the Imperium. Seek to emulate the Cadian soldier in every aspect of your life and you will be setting a fine example to your fellows!

The Cadian 91st were raised in response to a mighty invasion that smashed through the Cadian Gate in recent times, but one that was routed utterly by the forces of the Glorious Emperor. A great battle was fought on the soil of Cadia, but regardless of rumours to the contrary, final victory was achieved through the courage and ultimate sacrifice of Guardsmen just like you! That millions died is but a small price to pay for victory and every warrior who died did so willingly, with the Battle Hymn of the Imperium on his lips and a fire in his heart! In the following pages we will look in greater detail at the organisational structure of the Cadian 91st, its command echelons and how the heroic clerks of the Departmento Munitorum were able to supply its needs even amidst the difficulties of total war.

¹ To speak of it is regarded as heresy and an offence punishable by death. Any such activity should be reported to your platoon Commissar for immediate action.



REGIMENTAL ORGANISATION DIAGRAM



SECTION 2:

THE RAISING AND STRUCTURE OF THE 91ST (COMMAND AND INFANTRY)

*'Follow me if I advance. Kill me if I retreat.
Avenge me if I die.'*

Attributed to Warmaster Solon

As has been the case since the inception of the Departamento Munitorum, Imperial Guard armies are generally raised to take part in a specific conflict and are raised as close to the epicentre of fighting as possible¹. Each planetary governor recruits, equips and maintains his own PDF and the number and types of these troops vary tremendously from world to world. The forces of a multi-billion population hive world such as Armageddon are vastly different from a sparsely populated world like Ryza². Regardless of the size of its armies, each world is obliged to make 10% of its total armed forces available for recruitment into the Imperial Guard in any year. An army is gathered from a number of worlds, usually over a radius of no more than ten thousand light years and its theoretical size is a tenth of the entire armed forces of those worlds. In practice, planetary Lords are often called upon to provide greater forces and more frequently, especially if the immediate danger is great.

As has been mentioned previously, the Cadian 91st were raised in response to a great invasion that sallied forth from the corruption guarded by the Cadian Gate. Millions upon millions of

Guardsmen from all across the galaxy journeyed to Cadia in response to Lord Castellian Creed's request for assistance, but the soldiers of Cadia itself were its fiercest defenders, and none more so than the Cadian 91st. When a regiment is recruited it is named after its home-world and is given a number, such as the Valhallan 34th or the 383rd Jouran Dragoons.

The 91st was a regiment that had previously existed, but such conventions are not unheard of in the annals of the Guard. Often a regiment raised from the same planet can inherit the same number as one previously raised. Some numbers are regarded as auspicious and in this way the regiment maintains a degree of continuity and attachment to history. In addition to a historic number, some regiments acquire themselves fearsome names to better terrify the wretched foe³. The previous 91st Regiment was known as 'The Glorious Sentinels', and saw action in the Eastern fringe fighting against the tyrannid hive fleets. Though none survived the fighting, the regiment won much honour and thus when the new regiment was raised on Cadia, its new commander, Colonel Erasmus

Valmaer, successfully petitioned the Departamento Munitorum to revive the regimental name and number.

The Decree Martial was proclaimed on St. Josmane's Day and nearly 9,000 courageous Cadians wishing to enlist reported to Campus Bellum and presented themselves to the Officio Medicae for physical evaluation and measurement of any psychic potential. The recruits that successfully passed the stringent medical and genetic testing (in this case 98% – no weaklings are tolerated on Cadia!) were then sworn in as Guardsmen and billeted within the Kasr itself. While many of the more exotic regiments of the Imperial Guard, such as the Catachans, may sport unusual and atypical garb, the Cadian regiments favour hard-wearing simple fabrics and functional armour. Though even on Cadia, no two regiments are exactly alike, as the unreliability of civilian transports often means there is often a surplus of one type of cloth for uniforms over another. As a result, there are many different variations between regiments even from the same region. The 91st Regiment's fatigues are of a rugged dark green, with their armour a uniform black.

Once the men were gathered, they were equipped with all the weapons and equipment they needed to fight for the Emperor. Much of this was provided by the Imperial Commander himself and there was, therefore, great scope for variety. The Departamento Munitorum issues simple guidelines (*Standardisation of Arms and Equipment: Volumes I-XIV, Forms XXIII – XC*) to enable regiments to be fitted out with weapons

and equipment that can be easily replaced during active service. Many regiments once equipped and trained will have only limited numbers of armoured units or artillery and many will travel to the nearest forge world of the Adeptus Mechanicus to take on extra heavy weaponry, siege machines and super heavy tanks as well as fuel and general munitions. En route, the regiment will continue to train and receive many hours of induction from the regiment's Commissars. However, the 91st Regiment required no such additional training, for each man had already fought in the Cadian Defence Forces for several years.

Command Structure of the 91st Cadian Regiment

Operational command of the 91st is held by Colonel Erasmus Valmaer, a noble-born son of Cadia whose family has held command in the regiments of the Imperial Guard for seventy generations. In most war zones, there is no need to employ ranks above this level, but as we have already seen, sometimes the Departamento Munitorum judges it necessary due to the scale of the war⁴. In any active war zone there are hundreds of senior commanders with thousands of personal staff. In addition, there are tens of thousands of scribes, observer and organisational officers of the Departamento Munitorum. Indeed, for every fighting man there stands behind him a virtual army of bureaucrats and support personnel whose heroic efforts keep the armies going. However, within the Imperial

¹During the brief, but bloody war against invading orks on the world of Ryza, an army was raised from worlds such as Catachan, Ulani, Barae and Dulma'in, all of which lie within ten thousand light years of Ryza.

²During the H'rud Incursion of 744.M39, forces raised from Armageddon numbered over 1,000,000 men, while those of the nearby agri-world of Cremat were barely enough to form a Company.

³The Kanak 8th, which is only ever recruited from the volcano-wracked feral world of Kanak are known as the Skull Takers, while the 3rd Attilan were once known as Jakai's Raiders after an infamously ruthless colonel of the regiment.

⁴In the Chondarax Campaign of 342.M34, records speak of no less than eighteen officers of a more senior rank than Colonel, ranging from Lord General Militant, to Master of the Imperial Purse and Regulator of the Militant Ordos. Other titles, such as Scourge Imperialis and Reductor Mineralis remain a mystery as to what role or purpose they served.

Guard itself there is a complex system of ranking officers responsible for the grand strategic and tactical military operations.

Colonel Valmaer leads the 91st Cadians from his Command Platoon and is accompanied by support squads equipped with specialised weapons, such as missile launchers and mortars. They provide the Command Platoon with concentrated fire support and security for the Colonel himself. The Battle Standard of the 91st is carried in the Command Platoon and depicts the symbol of the Cadian Gate, within which stands a Guardsman surmounted by crossed lightning bolts, representing the sacred duty appointed to all Guardsmen of the 91st by the Emperor as Sentinels of Cadia.

In addition to the Cadian command element of the 91st, Colonel Valmaer is also accompanied by other officers of the Departamento Munitorum, such as Commissars. It is a sad fact of war that some despicable cowards renege on their debt to the Master of Mankind and flee the field of battle when the bullets start flying. Though such occurrences are, thankfully, rare, it is the duty of the Commissars to ensure that the disease of cowardice does not pollute the command echelons or rank and file of the regiment. Commissars are some of the finest officers in the galaxy and dispel the myth that the Departamento Munitorum is made up of clerks and notaries! Most will have been recruited from the Schola Progenium of the Adeptus Ministorum and will have served as Storm Troopers before their selection for duties as Commissars, so they are no strangers to war.

As all Guardsmen will be aware, the prime duty of the Commissar is to preserve the fighting spirit and loyalty to the Regiment. If discipline is lax, the Commissar will step in to reinforce it. If the Regiment's officers are incompetent or lack courage the Commissar will remove them by the sternest measures. There is no-one in the regiment beyond the unflinching gaze and lethal pistol of a Commissar, not even the officers, so every soldier can be sure that the morale and fighting spirit of the Regiment is in safe hands⁶.

Below the Colonel of the regiment are his company commanders, usually Captains with many years of experience in leading men into battle. You must follow the orders of these soldiers with alacrity and vigour at all times! Each Captain has his own Command Unit from where he leads his Company, a formation that will generally range between one and four hundred men. Most of these companies will comprise two to six platoons of infantry, the backbone and workhorse of the Imperial Guard. Each Platoon is also led by a Command Squad made up of a Lieutenant and his retinue of veteran Guardsmen. The Lieutenant's Platoon will comprise of between two and six squads of Guardsmen. These sizes are not fixed and in times of war can change drastically, but they serve as examples of the flexibility inherent in the command structure of the Guard.

Each infantry squad will number ten men and these soldiers will have a variety of weapons available to them, ranging from heavy weapons such as missile launchers, lascannons and



Cadian troopers fully kitted out for war.

heavy bolters, to more specialised and rare weaponry such as plasma guns or meltaguns. An infantry regiment is often supplied with Chimera Armoured Fighting Vehicles, and the 91st is no exception, with a great many of these doughty, ever-reliable tanks at its disposal. These tanks allow Colonel Valmaer the option of mounting a number of his squads to provide Armoured Fist units for greater tactical flexibility. In addition, they are used to transport his command squads that can make good use of the long-range vox-casters they carry.

Basic Structure of the 91st Cadian Regiment

Each Imperial Guard regiment is split into roughly equal sized companies, usually of at least a hundred Guardsmen each. The number of companies in a regiment varies from two or three to twenty or thirty, depending on a variety of factors, such as when it was raised, the planetary population, casualties it has suffered on active duty and so on. At its forming, on the feast of St. Capilene in 994.M41 the Cadian 91st comprised ten

⁶Commissar Yarrick, while the most famous of Imperial Commissars, almost never had to resort to employing the ultimate sanction during the Second War for Armageddon, for his reputation was enough to stiffen the backs of even the most recalcitrant coward. However, Commissar Eyrurban, while serving in the Yndolac Redbacks during the Assault on Hyrus Hive was known to have killed more of his regiment than the enemy.

companies, each of three hundred and fifty men, making a total regimental size (including command units, ancillary units of support staff and one non-combatant) of five thousand and thirty seven souls, making the 91st one of the smaller Cadian units.

This number does not include the drivers, gunners and crews of the various tanks and artillery pieces that accompany the regiment, for such units are despatched and deployed on an 'as needed' basis and to include such numbers would unnecessarily complicate collation of regimental data and can lead to what are known as 'flakboard' regiments⁹. The sheer amount of personnel required to keep an Imperial Guard regiment in the field is staggering, and to organise such an effort requires thousands of dedicated Departamento Munitorum scribes and notaries. These and the command elements of the Cadian 91st have already been described previously, so it is time to examine the basic structure of the regiment itself and its needs when in the field.

Imperial Guard Companies are usually divided into three platoons, each platoon consisting of a command squad and three other squads, which may be either infantry squads or Armoured Fist squads or a combination of both. Each squad (if it does not already have one) may be given its own mechanised transport in the form of a Chimera. In addition, the platoon

may include additional units, such as tanks, squads from other regiments – including abhuman regiments – or extra squads from the original regiment. A platoon may include as many as three of these additional units, one for each of its squads.

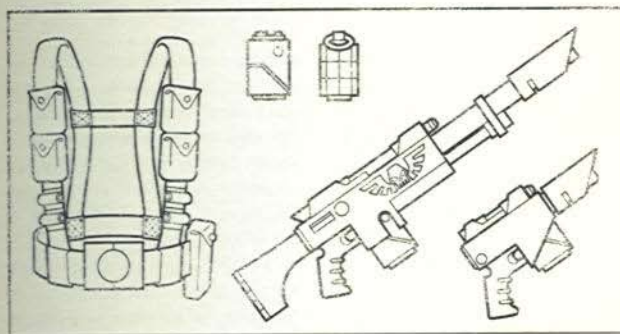
Each squad consists of ten Guardsman, one of whom will be a sergeant. These non-commissioned officers are the glue that binds the Imperial Guard and every soldier should take special note of his sergeant's words, for he will have seen a great deal of active combat¹⁰. Each Guardsman is to be armed with a standard issue Cadian lasgun, manufactured to the highest specifications in one of the many manufacturum dotted across the surface of Cadia. Two Guardsmen may form a heavy weapons crew, to allow the squad to engage either multiple targets or enemy armour with a high probability of success. To further specialise, a skilled Guardsman may be equipped with a weapon more advanced than a lasgun, such as a flamer, meltagun or plasma gun. These weapons are rare and when Guardsmen trained to utilise them are killed, every effort should be made to retrieve the weapon intact. Even if the bearer is only wounded, the weapon's retrieval should take first priority. Failure to observe such protocols will result in swift disciplinary action being taken by the regimental Commissars.

SECTION 3: SUPPLY NEEDS OF A REGIMENT

The supply needs of an Imperial Guard regiment are staggering and only by the Departamento Munitorum meeting those needs can the brave men and women of Cadia victoriously prosecute the many enemies of the Emperor. It is absolutely true that the logistical portion of any campaign can be the biggest downfall both in planning and execution, but the procedures in place with the Departamento Munitorum ensure that no such lapses will be tolerated or allowed.

It is obvious that a sizeable proportion of the Guardsman's kit must be those items that allow him to engage and destroy the enemy, ammunition, bayonets, grenades etc. The basic load of an Imperial Guardsman includes his lasgun with six power packs¹¹, close combat weapon¹², Frag grenades and laspistol. This discounts

such equipment as specialised armour (such as the Vitrian reflective armour or personal items – which are discouraged) but includes basic necessities such as ration packs for four days, articles of toiletry and items required en route to the battlefield. Altogether, this load comes to 25kg and it will be seen that multiplied out over the size of the regiment, this *basic* load comes to over fifty-two tons of equipment. And this figure simply represents the equipment required by the Guardsman to move from one location to another and exist. To survive when on campaign, Guardsmen must be supplied for extended periods. The supply needs of a regiment vastly increase during periods of combat, with ammunition and fuel requirements more than quadrupling during a single engagement¹³.



Basic equipment of the Imperial Guard.

⁹ Such a term denotes a regiment that is insubstantial and does not match what the Departamento Munitorum's books might otherwise suggest. During the Kulfor Offensive, the 32nd Hurlach appeared to be at full strength and were ordered to the weakest portion of the front line when, in reality, the regiment had been wiped out six weeks earlier. Only when enemy forces flanked the Imperial position was the error realised.

¹⁰ Where familial connections may secure an individual high office within other regiments, resulting in some officers lacking of combat experience, such does not happen within the Cadian regiments! Trained to fight before they can read or write, Cadian adults have already served the Emperor and their homeworld for many years before being recruited into the Imperial Guard.

¹¹ Enough to fire a minimum of 2,000 shots, dependent on power setting.

¹² Usually a lug-mounted bayonet – though many regiments favour more exotic blades, such as the Mortant VII 'Headhunters' who utilise the 'Butcher Blade' and the Tanith First and Only, who employ a blade known as the 'Straight Silver'.

¹³ During the 91st's recent combat activity on Cadia, the regiment consumed 400,000 lasgun power packs, 120,000 ration packs, over 3 million gallons of fuel, 13,500 pints of Type O Negative and fired enough ordinance to level a continent (estimated).



The victuals supplied by the Departamento Munitorum are both wholesome and nutritious.

As well as a regular supply of ammunition, an incorruptible faith in the Emperor and the officers appointed by the Departamento Munitorum, the success of military operations depends to a large extent on the physical and mental status of the individual Guardsman. Maintaining appropriate nutrition during assault missions is a continuous challenge mainly due to diminished appetites of individuals under stress. Recognising the importance of good nutrition in maintaining physical and mental alertness in Guardsmen, the Departamento Munitorum employs nutritional ration packs designed for short-term, high-stress missions. Experience shows that Guardsmen

usually consume about half of the nutrients needed, leaving them in a state called negative energy balance. The consequences of being in negative energy balance while under these circumstances range from weight loss to fatigue to mental impairments, all of which are punishable offences.

An individual's physiological and nutritional status can markedly affect his ability to maximise performance during missions and may compromise effectiveness. With the number of these missions increasing, the optimisation of rations has become a high priority. Any Guardsman neglecting to eat when food is available will be severely punished according to the discretion of the ranking officer.

SECTION 4: SHIPPING OF EQUIPMENT

GETTING YOU THE THINGS YOU NEED!

'Men united in the purpose of the Emperor are blessed in his sight and shall live forever in his memory.'

Ecclesiarch Deacis IX

As we have seen, the supply needs of an Imperial Guard regiment are vast and complex, with each Guardsman requiring constant resupply to keep him in a state of readiness. Equipping a regiment at its inception is a relatively simple business, with much of the equipment coming from local sources, either on the planet of raising itself or from a nearby world better able to meet the needs of the regiment. Of course, outfitting a regiment with the thousands of items its Guardsmen need in order to be declared ready is only half the battle. The combat needs of the regiment must be supplied throughout its functional lifetime, no matter where it is in the Emperor's glorious galaxy.

Firstly, the regiment must be shipped to the war zone designated to it by the Departamento Munitorum, and the brave souls of the Imperial Navy fulfil this role. Mass conveyors arrive in-system within a week of the regiment's entry in the Departamento Munitorum Register of Regimental Inceptions and the conveyance of troops to their transports may now commence once the proper authentication paperwork has been completed in triplicate. Should naval assets prove insufficient to transport the regiment quickly enough, the ranking Departamento Munitorum officer may commandeer any local ships with the assistance of the regimental Commissar.

Aboard ship, the regiment's training continues, though in the case of many

Cadian regiments, this is simply a case of honing skills already possessed by its Guardsmen (the Cadian 91st was spared the necessity of transit on Naval vessels due to the increased agitation of the celestial anomaly above Cadia and the subsequent invasion). Assuming the regiment survives the transit to its war zone, it must now requisition supplies from the forward operating base of the Departamento Munitorum upon the planet in which its area of engagement lies. Supply and liaison officers will facilitate the transition from stockpiled supplies aboard ship to a more regularly supplied chain upon the planet's surface. All officers cleared for this duty must undergo Departamento Munitorum training and evaluation before any supplies are released and pass a genetic purity test. Failure to submit to/complete such a test may result in supplies being delayed.

With Imperial Guard regiments fighting all across the galaxy, it is a matter of some importance that they be continuously supplied with those items that allow them to wage war in the name of Cadia and the Imperium. To facilitate this, the Departamento Munitorum has conducted numerous studies of the items most commonly requested by regiments and has created vast stockpiles on heavily guarded Departamento Munitorum supply worlds within the systems of Segmentum Command at Mars, Kar Duniash, Hydraphur, Bakka and Cypra Mundi. Cadian stockpiles are located on bases



Make war brave Cadians; for the Imperium, for the Emperor!

that are in close proximity to Segmentum Obscurus at Hydraphur and Cypra Mundi. Such supplies are based on the researches and findings of Hierarch Plutaria (236-377.M35) and are as true today as they were in his day. With wars being fought throughout the galaxy, let alone Segmentum Obscurus, Departamento Munitorum tasking orders come to each of these worlds every day and entire fleets are despatched across the stars to the various regiments, bearing the most commonly required supplies to each sector currently designated as being at war. With the unreliability of some links in the communications chain (caused by lax reporting or errors in warp/time calculations) it is not always possible to guarantee that such supplies will reach their intended recipients with such speed as may be desired.

Clearly the idea of supplying individual needs of regiments (or even sub-sectors) at a Segmentum level is impossible, so supplies of arms, ammunition, food etc are despatched to sector commands where a further level of refinement is applied and local weighting factors are employed to further break down the supply needs of each of that sector's sub-sectors: factors such as the number and intensity of active war zones, locally available supplies and the backlog of existing supply demands. Thousands upon thousands of scribes and accounting servitors check and recheck each and every supply request that comes up the chain from planetary level and calculate the best means of meeting that request. Often this can take some time, as each request's solution must be authorised by three levels of Departamento Munitorum sector command before so much as a single ration is packed.

With estimated supply needs confirmed and authorised, Departamento

Munitorum approved free captains and Navy vessels begin the shipping of material to those sub-sectors designated as recipients. At sub-sector command, a much more reactive system of supply exists, and within this dynamic structure, specific systems may make requests to the Departamento Munitorum through previously established channels. Such requests will then be passed to sector command and onward to Segmentum command (most commonly for Cadian regiments, this is Segmentum Obscurus), where they will be adjudged based on current demands and availability of supply. Below this level, are individual system and planetary commands, where Departamento Munitorum personnel close to the source of demand will assist in the correct methods for supply requisition and dispersal of material.

Within active war zones, Departamento Munitorum officers will be part of the command structure of the regiment as we have seen. Such men and women are vital to the continued success of the regiment and are an essential cog in the mighty machine that is the Imperial Guard. Without these brave men and women, a regiment would simply grind to a halt, unable to smite the foes of the Emperor without guns, ammunition, swords and sustenance. In the following section, we will describe how Imperial Guard regiments go about requisitioning the supplies they need to make war.



To be stamped by supervising officer once read.

PART THE THIRD:

REQUISITIONING OF EQUIPMENT AND SUPPLIES

SECTION 1: REQUISITIONING OF EQUIPMENT

The requisitioning of equipment at levels beyond those of a planetary system of regiment will be unnecessary except for the highest ranking officers of the Departamento Munitorum and thus will not be detailed here¹. Thus, within these pages, we will confine ourselves to the proper methods and procedures employed by individual regiments in active war zones.

The regimental Departamento Munitorum officer monitors the consumption of supplies and his orders are to be obeyed at all times. Failure to do so will result in the intervention of the regimental Commissar and the severest of punishments!

In order to maximise the efficiency of resupply, each regiment will have several levels of supply liaison officers beneath him. Each officer monitors the consumption of material and makes any observations he feels may enhance the efficiency of the company/platoon/squad's usage of supplies. After a designated period of time, where supply requisitions come directly to the Departamento Munitorum officer, he will make a recommendation to the officer above him as to the supply needs of those levels of the regiment he is responsible for. In this manner, it is possible to build a clear picture of the needs of the regiment.

With the needs of each level of the regiment decided upon, it is the duty of each officer (or non-commissioned officer) to make supply requests using the forms appropriate to his level of command [for a full listing of these forms see: Requisition and Acquisition levels (Crimson) Volumes I-LX]. Each form is then authenticated by that person's Departamento Munitorum liaison officer and then passed to his superior upon its validation². The senior Departamento Munitorum officer must then decide upon the authenticity of each of these supply requests before then authorising them with his own stamp and that of the regimental Commissar and Commanding Colonel of the regiment. Once all such authority has been granted, the completed supply requests will be passed beyond the regiment to the Departamento Munitorum supply chains supporting the war zone.

At the discretion of each level of Departamento Munitorum supply liaison officer, a 'marker' designating extreme urgency on the request order may be applied to hasten the deployment of supplies. This is known as an Officia Neccesitas and may be added to any supply request, designating that it is of a level of importance beyond the norm. Various distinctions of Officia Neccesitas may be employed, ranging from Officia Neccesitas Cardinal to Officia Neccesitas Peon. A full listing of the levels of Officia Neccesitas gradings would take many more volumes than are afforded here, but it is enough for the common Guardsman to know that such a thing is possible, though the incorrect usage or employment of an Officia Neccesitas is a court martial offence.

Accusations that such a process is lengthy, complex and disadvantageous to the quick supply of a regiment are baseless, for they are the result of tried and tested methods employed since the dawn of the Imperium. Such processes and procedures as were good enough for our forebears are surely good enough for us. Times may change, but standards do not.

¹ Any supply officers wishing to train in such procedures must be no older than nineteen (19) Terran standard years to ensure that when/if they complete the decades of training they will still be fit enough to carry out their new duties.

² All Departamento Munitorum officers must be watchful for any misuse of these forms, as many Guardsmen try to use such a privileged position to request a surplus of commonly required items to sell on for profit or to secure personal items (such as the colonel of the Apuleius 33rd Rough Riders who requested a golden ash from his family's estates). Any such individuals will be subject to the most extreme punishments.



Form 47117/CWB: Personnel Requisition Form
(to be filled in by any individual requesting kit above and beyond that which they were issued)

Section 1: Your Name and Rank

Name Guardsman Julius Hawke
Rank Guardsman
Organisation Imperial Guard
Regiment 383rd Jouran Dragoons
Company 5th (Red Company)
Platoon 3rd
Squad 2nd
Departamento Munitorum Liaison Officer Captain Adric Velas
World Stationed Hydra Cordatus
Combat Zone Type Desert/Ash

Departamento Munitorum use only

Proper approval ☐ PROCEED ☐
Conduct acceptable ☐

Section 2: Items of Kit to be Requested

Type of kit requested Lasgun
Specific serial no. (if known) 012137197439BMth9
Number of items 1
Reason for request My last Lasgun broke as it wouldn't fire. It got clogged with ash and when I tried to clear the arming chamber, the barrel bent. contd

Principal purpose to which kit will be put Shooting the enemy

Routine uses to which the kit will be put As above, though sometimes for bayoneting practice.

Disclosure Voluntary
Future care of kit to prevent damage Request form filled in for carrying case.

Departamento Munitorum Officer

Captain Adric Velas
Serial No. 1170142B-0
Senior Officer Colonel Sebastian Dauban
Advice to deny? ☐ DENY ☒ PROCEED
Notes Hawke is known to me and while I doubt he broke his weapon cleaning it, he does need a lasgun. Therefore I approve this requisition.

Section 3: Approval and Authority

Forms filled ☒ yes ☐ no
Courtesy displayed ☒ yes ☐ no
Patience ☒ yes ☐ no
DENOY AND CONTACT REGIMENTAL COMMISSAR
Authorise and pass to superior

THIS IS A PERMANENT RECORD

DO NOT WRITE IN THIS SPACE

SECTION 2:

EXPECTED CONDUCT WHEN DEALING WITH THE DEPARTAMENTO MUNITORUM

In matters relating to the supply of weapons, ordnance and foodstuffs, the highest possible standards are expected of those who deal with or are engaged by the Departamento Munitorum. It is a sad fact that those brave Guardsmen who fight in the name of the Imperium do not always respect the role of those whose station within the Administratum and Departamento Munitorum places them many miles from the front line. However, this in no way diminishes the vital role these individuals play in final victory and thus the respect accorded to one's fellow Guardsmen is to be expected of all who come to the Departamento Munitorum seeking items of supply.

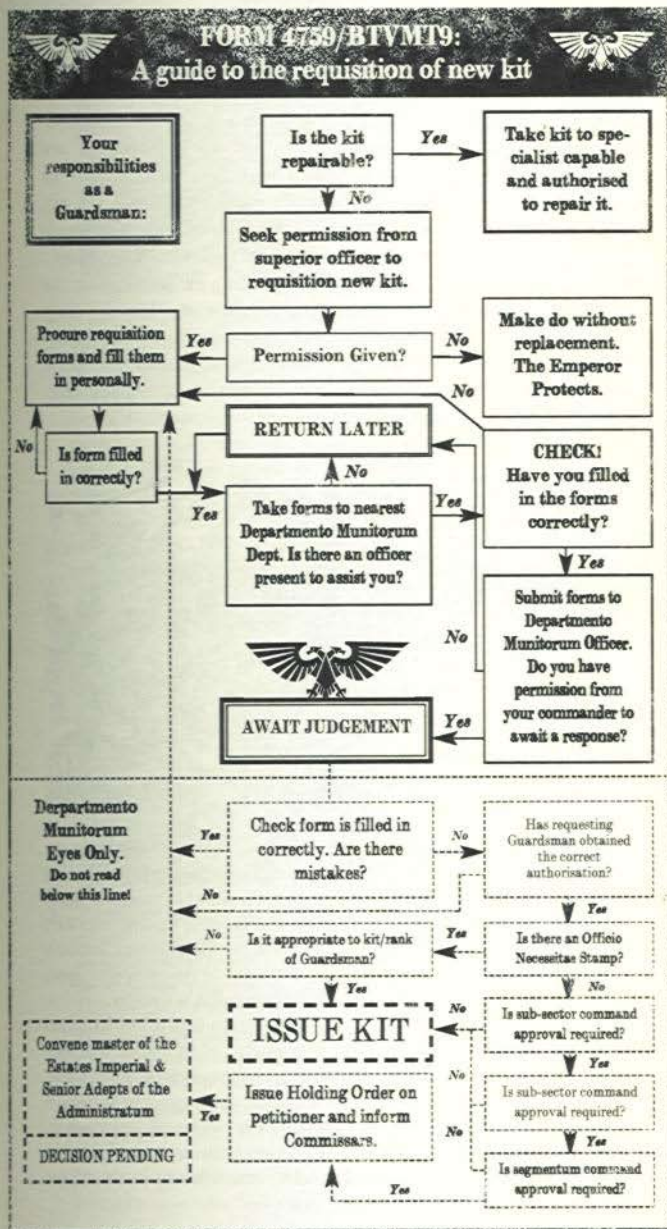
When approaching a Departamento Munitorum supply officer, a Guardsman is to show respect for the rank of the officer and couch his request in suitably deferential tones. In addition, he must:

- 1—Have all the proper paperwork filled out and authorised prior to his arrival at the supply station.
- 2—Behave in a manner to which he himself would wish to be treated.
- 3—Respect the office of the Departamento Munitorum and its associated officers.
- 4—Accept the final judgement of the Departamento Munitorum in all things relating to supply and overall command of the Imperial Guard.
- 5—Take refusals of requests in the same spirit as he would their acceptance.
- 6—Be patient and refrain from raising his voice.

If all these rules are observed, then the Guardsman will receive the same courtesy, though this, of course, will have no bearing on the final outcome of his requisition order. When operating in theatres of war, the same conduct is expected of all Guardsmen and no exceptions will be brooked when enforcing discipline. Failure to observe the above regulations will see offenders subject to summary ejection from the supply facility and a cessation of their role as supply liaison officer, with commensurate loss of access to supply officers.

In the event of hostilities breaking out within the main base camp of operations, Guardsmen are obliged by the articles of war of the Departamento Munitorum to protect the stores of supplies at all costs from the depredations of the enemy. In the event of a retreat, the Departamento Munitorum officer will issue the order to destroy the supplies to prevent them from falling into the hands of the enemy².

The Departamento Munitorum recognises that waging combat operations is stressful and that Guardsmen are expected to face all manner of threats in battle unceasingly and unflinchingly, but no matter how terrible and brutal the fighting, there is no excuse for poor manners. Guardsmen that display forbearance and a respect for the proud traditions of the Departamento Munitorum will find that their supply needs will be met with alacrity.



² During the Grendel Offensive (583.M40), a surprise attack by ork Kommandos rendered the forward base of operations untenable and Captain Plane of the Departamento Munitorum ordered the supplies base destroyed by a strike from Basilisk mobile-artillery. The entire base (including Plane) was destroyed, thus preventing the orks from capturing sustenance. In the end, Grendel was liberated and Plane posthumously decorated, and claims that the loss of supplies hurt the Imperial force more than the orks have since been discounted.

SECTION 3:

ACQUISITION OF SUPPLIES

The supply needs of a regiment whilst on active duty are a different matter to when it is first raised: when local suppliers, merchants and Imperially maintained facilities would be an integral part of the regiment's equipping. However, when stationed or moving through areas of the galaxy where an Imperial presence is not as established, a regiment may have to adopt other methods for the obtaining of essen-

tial equipment. All of the methods described in this section are approved by the Offices of the Departamento Munitorum and any who dispute them are to be identified to the regimental Commissars.

Depending on the nature of the world arrived at, there are three main measures Departamento Munitorum officers and the senior commanders of the regiment may employ:



- 1 - On worlds where an Imperial presence is less than complete, supplies may be requisitioned by the regiment by the transfer of Imperial Credit Units to the planet's Imperial Commander. Such transfers will allow the passage of goods and services to the regiment lest the Commander be found wanting in his duty to the Emperor. For a previously decided amount, the Governor must authorise the shipment of arms and ordnance, food and water to the regiment's supply base. In theory, of course, these things should be supplied as a matter of course, but the passing of Imperial Credit Units often helps to facilitate such transactions and negates any possible delay in resupply. When dealing with such planets, it is often best to obtain some local currency to pay local 'go-betweens' who can help smooth the resupply process. Though this is a distasteful practice, such things must sometimes be endured for the greater glory of the Imperium. Once supplies have been obtained in this way, any Imperial Credit Units spent should be recorded for addition to the planet's next tithe and will be claimed back by the Imperial Office of Outlays.

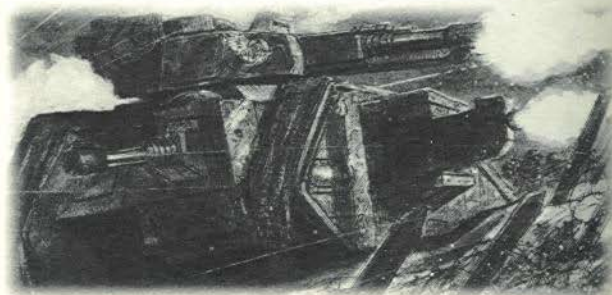


- 2 - Where the Imperial presence is established, such supplies as are needed by the regiment may be freely requisitioned and employed, as it is the honoured duty of each and every Imperial Governor to supply whatever regiments make planetfall on his world. To do less than this is a crime and where stockpiles allow it, supplies should be transferred to the requesting regiment's Departamento Munitorum depot immediately upon request. To equip and feed the brave soldiers of the Imperial Guard is an honour no Imperial Governor worthy of the name dare refuse and thus whenever a regiment moves through Imperial space, it is assured of a warm welcome and an uninterrupted chain of supply. Departamento Munitorum officers, such as Commissars are on hand to assist in any way they can when attending to such matters and it is a matter of pride that when such officials lend their authority and assistance, supplies and welcome are in no short supply.



- 3 - There will be occasions when an Imperial Guard regiment is forced to make planetfall on worlds that either do not consider themselves part of the Imperium or are so far removed from centres of authority that they feel empowered to refuse the reasonable requests of an Imperial Guard regiment. Such worlds are to be considered hostile and the regiment is authorised to take whatever supplies it needs without payment or debt incurred. Any who resist the regiment's requisitioning of the supplies it needs are to be considered an enemy and may be freely engaged by the Guardsmen of the regiment. Due to the standardisation of supplies and equipment throughout the galaxy, much of what can be found on any human world will be suitable for the regiment's weapons and equipment. The designation of a world as 'hostile' is at the discretion of the senior Departamento Munitorum official on station and there can be no appeal or revocation against his decision once it has been made.

SECTION 3: ACQUISITION OF SUPPLIES WHILE ON ACTIVE DUTY



We have already visited how a regiment may obtain supplies from worlds where there is at least a modicum of an Imperial presence, but the light of the Emperor must sometimes be taken to the dark corners of the galaxy where His blessed illumination does not yet reach. In such lawless places of Wilderness Space what then is a regiment to do? Fortunately, a wealth of information on the subject has been collated by the Departamento Munitorum and experience has taught how to best go about the requisition of supplies and Guardsmen as the regiment moves into regions of space as yet untouched by the glory of the Imperium.

It is a fact that sometimes a regiment will find itself beyond the reach of a Departamento Munitorum supply world, and in such cases the regiment will need to employ its own initiative to feed and supply its soldiers. When worlds capable of supporting human life are found, the Departamento Munitorum has empowered its officers to strip the planet of any and all items as may assist the regiment in carrying out its duty to the Imperium. Any

foodstuff, potable water or any other items deemed necessary may be removed from the planet or any indigenous lifeforms as may possess them.

Due to the Emperor and the Adeptus Mechanicus's foresight in rendering much of the Imperium's technology remarkably similar throughout the galaxy, it is often a simple matter to discover such items as can be made use of by the regiments of the Imperial Guard.

The Departamento Munitorum Pioneer Corps is an essential part of any regimental expedition into regions of space where there is known to be a lack of Imperially held supply facilities, as Guard regiments may have to find foodstuffs where they can, and such foodstuffs may have to come from those who are not willing to part with them. In such cases, each and every Guardsman is obliged to take by force whatever he requires to fulfil his basic needs of survival. This 'living off the land' mentality is what allows Imperial Guard regiments to operate beyond the safety net of

Departamento Munitorum supply facilities and grants our enemies no succour, for they will never be beyond the reach of the Emperor's armies.

However, such a policy is not without risk and can lead to the rise of insurgents mobilising in a form of guerrilla warfare⁴. Care must be taken that when a regiment is stripping a planet of its resources and plans to remain there (either actively fighting on the planet's surface or simply garrisoning it) it must leave the minimum required to allow the populace to survive. It has been documented by the Office of Imperial Acquisitions that any populace that achieves even very limited success in resisting the supply requisitions of the Departamento Munitorum are those where a charismatic leader is able to twist the necessity of what is being done into something wicked. If the supply needs of the regiment are so great as to demand the total stripping of a planet's resources, then such individuals must be identified and eliminated with extreme prejudice.

There also may come a time when the needs of the regiment and the needs of the Imperium coincide, when a lost world of humanity may be discovered that is ripe for embracing to the Imperium. In such cases, representatives from the Missionarius Galaxia (at least one of whom should

be travelling with every expeditionary fleet) must begin the process of assimilating the local culture into the Imperium. By such measures, worlds that might have resisted the coming of the Emperor's armies can be persuaded to part with basic foodstuffs and essential needs of a regiment without the risk of insurgents⁵.

Thus it can be seen that there are a great many means of extracting supplies while on the move, either by careful negotiation with local inhabitants, the right and proper duties of an Imperial Commander or through simple force. Whichever means is used, there can be no doubting the righteousness of its purpose and thus the Emperor is served and the advancement of the Imperium assured. It is the duty of every commander to ensure that his Guardsmen are fed, watered and equipped with the means to do their duty to the Emperor and no price is too high to pay for such devotion.



To be stamped by supervising officer once read.

⁴The disastrous invasion of Reynold's World (a planet in Segmentum Pacificus) failed precisely because the regiments tasked with pacifying it were too thorough in their stripping of supplies, leaving none for the natives. As a result, the rebellious Imperial Governor was able to incite the inhabitants to rise up against the Emperor's armies. So successful were these partisan raids that entire regiments had to be broken up into smaller units to hunt them down, thus blunting the strength of the forward attack. In the end the planet was pacified, but only at the cost of many more lives than was predicted.

⁵The populace of Thorian IV was one such world, its populace a lost branch of humanity that was rediscovered by the Guardsmen of the Ulam Cavaliers when a warp storm threw their ship light years off course. Missionaries accompanying the regiment were able to substantiate the Emperor into the populace's own religious practices. When the rest of the regiment arrived (some ten years later, thanks to the time-dilating effects of the Immaterrium) it was to find a world as devout as any and only too willing to provide supplies and raw recruits to the 'Warriors from the Stars'.

PART THE FOURTH: PROPER CONDUCT IN THE USE AND MAINTENANCE OF DEPARTAMENTO MUNITORUM PROPERTY

SECTION I: CARE AND MAINTENANCE OF DEPARTAMENTO MUNITORUM EQUIPMENT



The Imperial Guard exists to go to war. All the Departamento Munitorum's energy and activity is focused on its ability to deploy Guardsmen throughout the galaxy to fight in the name of the Emperor. These requirements are met by concentrating on the following fundamentals: the physical fitness of

each Guardsman, squad and platoon battle drills and, most importantly, care and accountability of a Guardsman's equipment and weaponry.

As a fighting force, the Imperial Guard is only as strong as its weakest link. Platoons are only as good as their squads, companies are only as good as

their platoons, and regiments are only as good as their companies. And every Guardsman is only as good as his kit. Every Guardsman must be physically able, tactically competent, and prepared for what will be asked of him. Every Guardsman must be able to move tactically over any terrain, and manoeuvre against any enemy to kill him. The Imperial Guard infantry squad is the building block of the regiment and every member of every squad must live by and embody a warrior ethos. This means each Guardsman must be confident in his own abilities and display a righteous aggression in battle with the weaponry and equipment provided to him.

The Departamento Munitorum ensures that Guardsmen have all the equipment they need before going into battle, but it is the sacred duty of each soldier to maintain their weapons in such a state that he can survive and win on the battlefield. It is part of the oath every Guardsman swears that he will always maintain his equipment at a high state of readiness and have complete accountability of it. When deployment orders come with little or no notice, it is essential to know that the squad has everything it is supposed to have and that it works the way it is supposed to work. No matter the conditions, a Guardsman is expected to account for all his equipment and maintain it in a condition where it is ready for use at any time. When the time comes to deploy, there will be no time to remedy damaged kit

and thus everything must always be ready to go.

Proper training ensures that Guardsmen in the field know how to use their equipment properly and safely. To employ his weapons and equipment in the destruction of the Emperor's foes is the duty and honour of every Guardsman. The weapons and equipment supplied to each and every Guardsman is designed to be functional and efficient, with the bare minimum of maintenance necessary to keep it in working order. Having said that, it is the responsibility of each Guardsman to perform the maintenance that will keep it functional. To not maintain a weapon of the Emperor is a crime and such crimes are punishable by the severest penalties, a guide (though not an exhaustive one) appears later in this manual.

The galaxy is Mankind's by right of conquest and manifest destiny; and it is the holy duty of the Imperial Guardsmen to preserve what has already been gained and take the light of the Emperor and the illumination it brings to the dark places yet to be won. With weapons at full readiness, every Guardsman of Cadia is part of a glorious history stretching back thousands of years to times of heroes and legends. To care for the weapons and equipment given to him is a sacred task, which should be completed with due care, diligence and reverence, for a lasgun is more than just a weapon, it is a holy instrument of wrath by which the torch of the Emperor is carried from Terra.

A cautionary tale is the fate of the 8th Platoon of the 13th Redek Dragoons, who, when billeted for the night at the forward edge of the battle zone, neglected to perform their daily battle drills of weapon maintenance. This slovenly behaviour was amply rewarded when enemy forces attacked during the night and caught the Redek's completely unawares. Not only was the company destroyed, but the entire regiment took horrendous losses. To this day, none of the 13th Redek's companies maintain an 8th Platoon and the records and deeds of the offending Platoon were struck from the regimental records.

SECTION 2:

UNAUTHORISED MODIFICATION OF DEPARTAMENTO MUNITORUM EQUIPMENT

Every Imperial Guardsman is a vital cog in the machinery of war, but he is, ultimately, a replaceable one. Such a harsh truth is one that, nevertheless, must be accepted by every soldier who honours his debt to the Emperor by taking up arms in His defence. Every world in the Imperium supplies the armies of the Emperor with men, but only a handful have the means and wherewithal to supply those armies with weapons, tanks and specialised equipment. A million worlds supply a million men and to be a Guardsman in such times is to live in an age of war, where worlds burn and armies of billions march into the fires of battle every day. Thus it is an inescapable conclusion that while men of flesh and blood are plentiful, arms and equipment are not.

Though the Adeptus Mechanicus strives daily to meet the burden of requirements laid upon it by the Imperial Guard, Adeptus Astartes, Adeptus Sororitas, Imperial Navy and countless other organs of the Imperial Will, it is a fact of life that such demands cannot always be met. And though the Quest for Knowledge goes ever on, much of the technology that was once common in the early days of the Imperium is now

lost to us. The armies of the Imperium march to war upon the bones of ancient technology and as such it is more precious than any one man could ever be, whether he is the lowliest Whiteshield or highest Warmaster².

Every world throughout the Imperium is obliged to supply the Imperium's armies with men and material, and the logarithmics required by the Office of the Imperial Census to ensure that the Imperium has an almost limitless supply of men to feed into the jaws of the Imperial Guard. Whether they be feral savages recruited from the most hostile death worlds, hive gangers from the teeming anthills of worlds such as Armageddon or educated men from the civilised worlds of mankind, they are all the same when they enter the Imperial Guard. Though some of these Guardsmen may be so differentiated from one another by local custom, argot or appearance, they all serve the Emperor and are thus exempt from any other consideration than the repayment of their debt to the Emperor.

Every battle the Imperial Guard fights drains its resources of manpower, but these are losses that the Imperium can sustain, where its enemies may not³.

At the heart of the Emperor's realm is flesh, bone and blood, commodities in plentiful supply. Thus, while men may be replaced, technology, once lost, may be gone forever and thus it is of the greatest importance that every Guardsman's equipment be maintained and recovered. Some equipment, such as lasguns, may be replaced if lost or damaged, but more specialised equipment, such as vox-casters, plasma guns and meltaguns must be recovered from the dead at all costs. Though it is often hard for the average Guardsman to accept, his life is less important than the technology he carries with him into battle. It is the duty of every officer of the Guard to impress upon his Guardsmen that, when given the choice of saving a comrade or rescuing a piece of fallen equipment, they must choose to save the equipment.

The Dangers of Modifying Kit

The kit issued to Imperial Guardsmen is issued to them in the state in which it is intended for use. Centuries of usage has shown that this is the most functional and useful state to issue kit and though there may occasionally come a time when such is not the case, it remains fact that kit issued to Guardsmen must NOT be altered, adapted or otherwise modified from the state in which it was issued. There are numerous instances where a trooper (and thus his squadmates, and thus the regiment) has suffered due to unauthorised modification of kit and each stands as a salutary example of why such things should not



Modified backpack with frame removed.

be attempted⁴. The *Imperial Infantryman's Uplifting Primer* provides basic guidance on the maintenance of weapons, but this should not be treated as definitive, more a starting point for further training.

In addition, it is statistically likely that a Guardsman will die within the first six months of his recruitment and thus equipment is often passed down from soldier to soldier – despite foolish soldiers' superstitions that warn against the 'bad luck' associated with such items. It is, therefore, in the best interests of each trooper to maintain his equipment in its original state so that, upon his death, it may be passed down to another Guardsman better able to serve the Emperor. Should a Guardsman receive kit at a date following his enlistment in the Imperial Guard, there is every likelihood that this weapon or piece of equipment will have come from another Guardsman. It then behoves each Guardsman NOT to modify his kit, for he will be using kit that comes from another trooper.

² To illustrate this point, it is worth mentioning the infamous Lord General Tychus, who somehow managed to 'misplace' an entire Adeptus Mechanicus Explorator force investigating a suspected xenos tomb from before the earliest days of the Imperium. Formal charges were laid against the Lord General and his explanation that the adepts of the Mechanicus had 'just vanished into thin air' was discounted. Tychus was shot by firing squad for his cowardice.

³ A case in point is the example of the Cadian 91st of M37 who stood resolute in the face of the malicious forces of the Great Enemy despite horrendous losses. Even as the men were fighting and dying in the trenches against the manifold horrors loosed upon them, new recruits were being drafted from across Cadia and trained as fast as the men at the front were being killed. With this inexhaustible resource, Guardsmen were fed into battle until the enemy forces lost heart and were repulsed. Four entire wings of Kasr Hol's Palace of Heroes are dedicated to this heroic action. Final estimates of the dead range from 100,000 to 300,000 in the first few days, though such figures are conjectural since record keeping during the fighting was somewhat lax and slovenly.

⁴ On the sixty-fifth day of the Siege of Pralomax Ice Delta, the Oberon Bastion was overrun when the enemy forces took advantage of the fact that the Guardsmen stationed there had modified the power packs of their lasguns to heat their bivouacs during the freezing storms that periodically swept the fortress. When the next assault came, the Guardsmen there had not enough shots left in their guns to repel the attackers and the fortress fell. The survivors of the action were later executed.

SECTION 3:

PROCEDURES AND PUNISHMENTS FOR LAXITY IN MAINTENANCE OF DEPARTMENTO MONITORUM EQUIPMENT

The kit the Imperial Guardsman is issued with is his lifesaver and HIS responsibility. Its maintenance is his duty and it must not be left to the armourer who issues the weapon or to any squad mate or officer to spot possible problems. Knowing and inspecting his own weapons and equipment will give every Guardsman added confidence and is all part of being a member of the Imperial Guard. Routine kit inspection will identify areas that need maintenance, and ensuring the maintenance is carried out promptly will prevent incidents of failure on the part of the weapon/equipment and thus failure of the Guardsman.

Most equipment failures can be avoided by simple, but thorough, kit checks performed on a regular basis. Remember, it is rarely just one thing that causes equipment failure; it is usually a combination of smaller things. Taking these smaller things out of the equation significantly increases the likelihood of a Guardsman's safety and victory. No Guardsman should rely on the pre-battle check to pick up any problems when he can rely on himself prior to putting his kit on for battle. Every Guardsman should know his own kit better than anyone, no matter how experienced they may be.

PREVENTION IS BETTER THAN CURE!

Routine inspections are not always routine, they often show problems that can easily be overlooked during normal use. Simple inspections can help prevent

problems and the subsequent failure and punishment! The Departamento Monitorum issues each Commissar and Quartermaster with a list of routine maintenance procedures, complete with an annex of incidents that could have been avoided with a good inspection on a regular basis.

History is replete with examples of heroism and victory in the name of the Emperor, but none of these could have taken place without the correct maintenance and care of weaponry and equipment. The enforcement of such procedures ensure this is a duty the officers of the Departamento Monitorum take extremely seriously. The following two examples highlight the vital importance placed upon the care of a Guardsman's kit:

The Battle of Mondax Salient, 304.M38

Mondax Prime is a barren, desert world on the southern reaches of Segmentum Solar, a world that would be of little importance were it not for the vast Promethium deposits lying below the surface of its mountains. Much of what is on Mondax Prime is shipped to the hive world of Armageddon for refining into weapons grade material. Ork raiders from the Waaagh! of Warlord Grashnak had invaded and seized the Promethium production facilities throughout the northern continent and Guardsmen from the Savlar Regiments were tasked with retaking the mountains from the orks. Initial assaults had gone well, but the Savlar reputation for thievery and laxness is well deserved and many of its soldiers allowed regular

weapon maintenance to fall by the wayside and upon the final attack on the Separation Vats, a Savlar weapon misfired and the resultant explosion ignited Promethium fumes and sent a rushing wall of fire ripping down into the deposits beneath the mountains. The entire mountain range was obliterated in a sheet of fire and what was once a mountain range is now a huge, continent-spanning gorge. All this from one misfiring lasgun power pack....

The Taking of the Garron Orbital, 175.M36

Named for the moon much of it was built upon, the Garron Orbital was the lynchpin of the defences for the planet Tephusa Binary. An Imperial Forge world, Tephusa Binary had long been the centre of production of a unique pattern of Chimera utilised almost exclusively in Segmentum Obscurus. In the early years of the 35th Millennium the Forge world was in the thrall of High Lord Vandire, the insane 361st High Lord of the Administratum who led the Imperium into the Age of Apostasy. Units of the Adeptus Astartes led bloody strikes on the orbital shipyards before Cadian regiments (in conjunction with units from the Mordian Iron Guard) led the assaults to capture the Garron Orbital. Since being blockaded by the Imperial Navy, the forces on Tephusa Binary had been forced to cannibalise existing munitions and weaponry when their supplies had run out following a lengthy siege. Upon the final assault on the Garron Orbital, the Guardsmen stormed the heavily defended orbital, but were to find that the treacherous desperation of their enemies extended to the use of

condemned weapons and modified ordnance. All of which culminated in a disastrous decompression of key areas of the orbital and its eventual destruction with all those brave Guardsmen attacking it lost.

CARING FOR YOUR WEAPONS AND EQUIPMENT WILL PREVENT SUCH INCIDENTS!

Ensuring that every Guardsman knows his equipment and inspects it regularly will considerably reduce the odds on equipment failure. This manual presents a systematic guide to punishments to be meted out to any soldier who fails in his duty to maintain his equipment and weapons. This applies to every Guardsman, no matter how experienced. Complacency will catch up with the lax sooner or later!

UNAUTHORISED ALTERATION OF EQUIPMENT AND WEAPONS IS A CRIME!

IF YOU SEE ANYONE
KNOWINGLY OR
UNKNOWINGLY MODIFYING
IMPERIALLY SANCTIONED
KIT YOU ARE TO INFORM
THE NEAREST COMMISSAR
IMMEDIATELY!

FAILURE TO DO SO IS A
CRIME AND PUNISHABLE
UNDER THE IMPERIAL
GUARD ARTICLES OF WAR.

**YOU HAVE BEEN
WARNED.**

LIST OF PUNISHMENTS: MISTREATMENT OF DEPARTAMENTO MUNITORUM EQUIPMENT

'We determine the guilty. We decide the punishment.'

Codex Arbitres

Mistreatment of equipment is something the Departamento Munitorum takes very seriously and each soldier must be made fully aware by his Commissars and superior officers of the severity of the punishments that await him should he modify, damage, lose or otherwise mistreat the kit and equipment issued to him upon his recruitment or subsequent service. Space does not

permit the listing of the full list of crimes and punishments, but the following list comprises the most common transgressions regarding equipment. Remember, however, that it is by no means exhaustive and Departamento Munitorum officers should treat this as a guideline and are encouraged to seek out the full list of misdemeanours and commit them to memory for future reference.

List of Crimes and attendant punishments

Listed in the *Imperial Infantryman's Uplifting Primer*, the following two crimes are of a most basic nature and serve to prepare the Guardsman's mind to understanding the heinous crimes that await to be committed by the unwary, the foolish and the reckless.

More specialised definitions and crimes follow.

i. Ill-Treatment or Neglect of Accoutrements

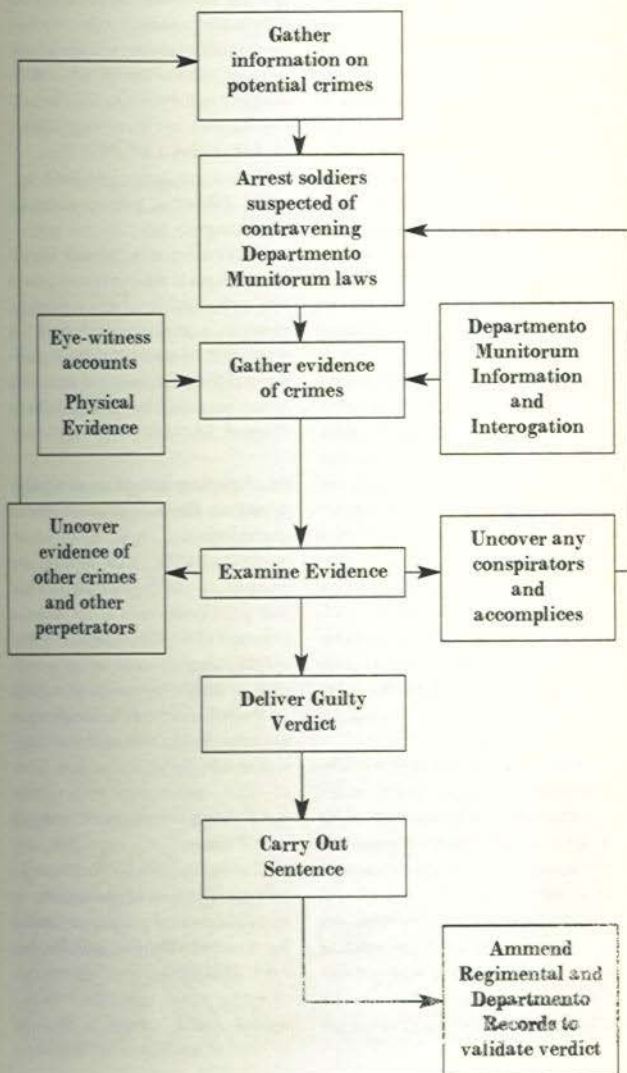
Any soldier who ill-treats his effects, issued arms, equipment or appurtenances through wilful or non-wilful neglect will be shot. (Art. 4773/67y)

ii. Wasting Ammunition

Any soldier who sells, or wilfully, through neglect, wastes any ammunition will be sent to a penal battalion. (Art. 4734/68y)



CHART OF PUNISHMENT PROCEDURE



iii. Modifying weapons or equipment such that it cannot perform its primary function

Any soldier who attempts to modify his weapon or equipment in such a way that it then becomes unusable for its primary function will be flogged. Subsequent offences will result in the offender being shot. (Art. 8433/32p)

iv. Modifying weapons or equipment in unauthorised ways (regardless of functionality)

Any soldier who modifies his weapon or equipment without permission, but such that it still retains its functionality will be flogged. Subsequent offences will result in the offender being incarcerated for a period not less than three months, followed by flogging. (Art. 4432/09e)

v. Defacing weapons or equipment without permission of a senior officer

Any soldier who defaces his weapon with unauthorised 'kill markings', 'kill counts' or slogans (conspicuously pro-Imperial ones excepted) will be flogged. (Art. 9475/35j)

vi. Discharging a weapon without permission

Any soldier who discharges his weapon without the permission of a senior officer or in a non-battle situation shall be subject to a beating of not less than ten blows. In addition, he will be found guilty of wasting ammunition - see above. (Art. 9353/21r)

vii. Selling or otherwise profiting from the transfer of title of weapons or equipment

Any soldier who exchanges any part of his issued kit (weapons OR equipment) to any other soldier, non-combatant, indigenous inhabitant or other form of life will be flogged (not less than fifty lashes), beaten (not less than twenty blows) and then shot. (Art. 6833/77j)

viii. Allowing power packs to discharge

Any soldier who, through neglect or deliberate malfeasance, allows the power packs of his weapon to drain to a level where there is less than 50% charge (at time of measurement, not offence) at any time prior to a combat action will be flogged. (Art. 8402/54f)

ix. Leaving weapons or equipment on the battlefield without permission

Any soldier who leaves his weapon on the field of battle without prior permission of his superior officer will be shot. (Art. 1295/00r)
NOTE: Any officer who gives permission for weapons or equipment to be left on the battlefield is to be brought upon the same charge, and upon guilty verdict is to be shot.

x. Failing to carry a weapon at all times

Any soldier who fails to produce a weapon (main weapon, sidearm or close combat weapon) upon demand by a senior officer will be flogged. (Art. 3854/44b)

xi. Failure to maintain adequate supplies of ammunition

Each soldier shall carry about his person, or have stowed in his billet, enough ammunition to fire not less than 500 shots from his primary laser. Failure to maintain this level of firepower will result in a flogging (not less than thirty lashes). (Art. 8455/22m)

xii. Running out of ammunition during a combat situation

Any soldier who finds himself unable to prosecute the foe with ballistic, laser or plasma weapons shall, upon return to base, be incarcerated for not less than sixty days. He shall then be found guilty of Failing to Maintain Adequate Supplies of Ammunition (see above). (Art. 4421/34p)

xiii. Losing weapons or equipment

Any soldier who, whether through neglect or deficiency in memory, loses any part of his kit shall be flogged. (Art. 4999/65r)

xiv. Wounding/killing of a comrade through misuse or deliberate action with weapons or equipment

Any soldier who causes injury to (or kills) a fellow Guardsman through accidental or deliberate misuse of weapons or equipment shall be flogged and then shot. (Art. 0432/33k)

xv. Wounding/killing of a superior officer through misuse or deliberate action with weapons or equipment

Any soldier who causes injury to (or kills) a superior officer through accidental or deliberate misuse of

weapons or equipment shall be incarcerated for not less than sixty days, flogged daily and then shot at the end of his term of incarceration. (Art. 0432/34k)

xvi. Damaging weapons or equipment accidentally

Any soldier who accidentally damages a piece of Departmento Munitorum weaponry or equipment shall be flogged. (Art. 2385/33d)

xvii. Damaging weapons or equipment deliberately

Any soldier who deliberately damages a piece of Departmento Munitorum weaponry or equipment shall be shot. (Art. 2385/34d)

xviii. Using Departmento Munitorum weapons or equipment to commit suicide

Any soldier who employs the sacred battle gear of the Departmento Munitorum to commit (or attempt to commit) suicide will be shot, have his name stricken from the regimental roll of honour, his ashes vaporised and his next of kin invoiced for the cost of his expended kit. (Art. 3680/35k)

xix. Failing to use Departmento Munitorum weapons or equipment to discomfit the enemy

Any soldier who fails to utilise his weapons or equipment in its primary purpose of discomfiting the enemy - either through misuse or personal use - will be stripped of that weapon and sent into battle without it then found guilty of 'Failing to Carry a Weapon at All Times'. (Art. 3883/99i)

xx. Use of weapons or equipment for any purpose other than their primary function

Any soldier who employs his weapon or equipment in any fashion other than that for which it was issued to him shall be flogged and despatched to a Penal Legion. (*Art. 8122/04h*)

xxi. Failure to maintain proper maintenance rites upon weapons or equipment

Any soldier who fails to attend to the proper maintenance rites for his weapons or equipment shall be flogged and be required to attend each and every maintenance sermon for the next year, regardless of the appropriateness to his station. (*Art. 3663/99e*)

xxii. Failure to attend maintenance sermons

Soldiers with a duty to attend maintenance sermons, but who do not attend the requisite number required for their level and usage of Departamento Munitorum equipment will be flogged and branded. (*Art. 5584/87y*)

xxiii. Inability to perform ritual field strip of weapons or equipment in prescribed times

Any soldier who, upon demand by a Departamento Munitorum officer, fails to perform the ritual field strip and clean of his weapon or equipment shall be flogged and sentenced to maintenance sermons in perpetuity. (*Art. 1285/88e*)

xxiv. Inability to utilise weapons or equipment in instructed manner

Any soldier who displays a lack of knowledge in the usage of his issued kit will be required to attend the

appropriate instructional sermons until this lack is resolved. And then he will be flogged. (*Art. 7445/95k*)

xxv. Failure to clean blood from weapons or equipment

Any soldier who fails to clean his equipment of blood (his own, comrades, or the enemy's) and return it to the state in which it was issued to him after combat will be incarcerated for a period of up to thirty days. (*Art. 8223/04h*)

xxvi. Allowing weapons or equipment to become rusted

Any soldier who allows his weapons or equipment to become coated in substances formed when iron compounds corrode in the presence of oxygen and water will be flogged. (*Art. 8332/94k*)

xxvii. Allowing weapon to jam in a combat situation

Any soldier who allows his weapon to jam during a combat action will, upon return to base, be flogged. (*Art. 2354/55r*)

xxviii. Use of anti-contaminants in production of illicit alcohol

Any soldier caught utilising his anti-contaminant tablets in the production of illicit alcohol from engine fuel of fyceline blocks shall be forced to drink the entirety of the liquor produced. If he survives, he will be shot. (*Art. 3775/03z*)

ixxx. Failure to allow Departamento Munitorum officers to inspect weapons or equipment on demand

Any soldier who, for whatever reason, refuses to allow a superior officer to inspect his weapon or kit shall, for a

period of sixty days, be forced to attend upon that officer in respect of kit inspections and penal servitude. (*Art. 2344/03m*)

xxx. Failure to attend regular kit inspections

Any soldier who fails to maintain a regular presence at kit inspection shall be flogged. (*Art. 7435/23h*)

xxxi. Failing to honour the glorious offices of the Departamento Munitorum

Any soldier who, through actions, words or other sedition, knowingly or unknowingly, impugns the glorious name and offices of the Departamento Munitorum shall be immediately shot. (*Art. 8533/26q*)

xxxii. Discourtesy to a Departamento Munitorum officer

Any soldier who behaves in a manner intended to incite disrespect – in words or actions – to an officer of the Departamento Munitorum shall be flogged. (*Art. 163645/67k*)

xxxiii. Coarse language in the presence of a Departamento Munitorum officer

Any soldier who employs coarse, disrespectful or belligerent language to an officer of the Departamento Munitorum shall be flogged and branded. (*Art. 163646/67k*)

xxxiv. Striking a Departamento Munitorum officer

Any soldier who, on any pretence whatsoever, strikes an officer of the Departamento Munitorum will be shot. (*Art. 3680/35k*)

xxxv. Killing a Departamento Munitorum officer

Any soldier who, on any pretence whatsoever, kills an officer of the Departamento Munitorum will be flogged and then shot. (*Art. 3681/40k*)

xxxvi. Failure to maintain uniform in a manner befitting the Imperial Guard

Any soldier who behaves in a slovenly manner or who fails to maintain his uniform in a manner befitting the glory of the Imperial Guard and the proud heritage of his regiment will be flogged and shot. (*Art. 2366/04e*)

xxxvii. Failure to display all proper badges of rank, insignia and regimental regalia

Any soldier who does not clearly and proudly display all badges and insignia awarded to him by his regiment or other senior bodies, regardless of size or colour, shall be despatched to a Penal Battalion. (*Art. 0265/28y*)

xxxviii. Displaying of unauthorised medals, regalia, trophies or totems on uniform

Any soldier who displays about his person or uniform, unauthorised decals, tattoos, trophies taken from the field of battle or other spoils of war without prior permission in writing of his superior officer, will have the offending items stripped from him and then be flogged. (*Art. 5633/64b*)

xxxix. Failure to retrieve a fallen comrade's battle gear

Any soldier who knowingly or unknowingly fails to retrieve the battle gear of a fallen comrade and return it to base upon completion of hostilities will be flogged. (*Art. 9443/12c*)

xl. Allowing weapons or equipment to be damaged in a combat situation

Any soldier who allows his weapon or equipment to come to harm within the combat zone will be flogged and then shot upon his return to base. (Art. 7754/06r)

xli. Incorrectly filling in any Departamento Munitorum requisition form

Any soldier who, however unwittingly, incorrectly completes (or fails to complete) any Departamento Munitorum form for requisition of equipment shall have his request automatically denied. Further he shall be required to attend Workshop 666X *The Proper and Complete Guide to the Correct and True Methods of the Departamento Munitorum and its manifold forms*.

xliv. Falsifying any Departamento Munitorum requisition form

Any soldier caught deliberately entering false information on any Departamento Munitorum requisition form for the purposes of self-gain, either financially or materially, will be interrogated by officers of the Commissariat to unmask his co-conspirators before being shot. (Art. 1132/54k)

xlii. Submitting any Departamento Munitorum requisition form without proper authorisation

Any soldier who, knowingly or unknowingly, submits a requisition order to the Departamento Munitorum without the correct, legitimate and appropriately authorised stamps shall have his request automatically denied and will be flogged. (Art. 2853/44h)

xlv. Disputing a decision of the Departamento Munitorum

Any soldier who wilfully disputes the decisions of the Departamento Munitorum requisitions office shall be construed as having disobeyed a direct order from a superior officer (regardless of the rank of officer dealt with) and will be shot. (Art. 9898/23l)

xlv. Requisitioning of weapons and/or equipment by means other than the Departamento Munitorum without permission

Any soldier who resorts to his own initiative in purloining supplies or weapons by means other than the routes prescribed by the Departamento Munitorum shall have all information on said routes turned over to the Departamento Munitorum and will be flogged (not less than a hundred lashes). (Art. 6553/38e)

xlvi. Utilising non-Departamento Munitorum sanctioned ammunition or equipment

Any soldier who fights in battle with ammunition, weapons or equipment not issued to him through the correct Departamento Munitorum channels shall be stripped of any rank or flogged – whichever is the harsher. (Art. 3553/23i)

xlvii. Fraternising with autoethnophic populations for supplies without permission

Any soldier caught dealing with the populace of a world upon which he finds himself stationed for food, water or other consumable supplies shall be deprived of food and water for a period of not less than seven (7) days. (Art. 8244/36d)

PART THE FIFTH: THE PERSONAL EQUIPMENT OF THE IMPERIAL GUARDSMAN

SECTION I: IDENTIFICATION OF THE MOST COMMON ITEMS ISSUED TO A FRONT LINE TROOPER

'In any army, balance is the key to success. A commander who puts his faith in heavy weaponry alone will be outmanoeuvred. A commander who relies on close combat without support will lose his force to enemy fire. Each element must work in harmony, so that the effectiveness of the army is greater than the sum of its parts.'

Tactica Imperium

The Imperial Guardsman is issued with a lasgun upon his enlistment in the Guard and it is with this weapon that he is expected to become most proficient. In addition to his weapons, he is also issued with a great many other items of kit and he is expected to look after everything with which he is issued, for such items are considered the property of the Departamento Munitorum from the moment they are handed over to the Guardsman to the moment they are taken from his dead body.

When an Imperial Citizen joins the Imperial Guard, he makes a solemn commitment to honour the Emperor and his servants. This oath also extends to the kit he is issued with and improper care and maintenance or use of this kit is a punishable offence (see previous section for more details). To serve the Emperor, a Guardsman must not only be able to kill the enemy, but he must be able to survive long enough to do so. He must eat, sleep, dig trenches, survive gas and chemical attack, administer first aid, find his way to the battle and fight at the end of it all with weapons and armour that allow him to win it. To perish before honouring his debt to the Emperor is a crime and only those who have begun to repay that debt will have

their names entered into the regimental roll of honour upon their death.

The Emperor has blessed his soldier with a multitude of different weapons with which to smite the enemies of the Imperium and it is every Guardsman's duty to become familiar with each and every one of them. Though certain soldiers are singled out for particular duties on special weapons or as part of a heavy weapon team, it behoves each soldier to familiarise himself with their duties, for combat attrition is certain to take its toll on squad numbers. Each soldier should learn the duties and responsibilities of the man senior to him and teach his own duties to the man below him in the chain of command. In this way, Imperial Guard Infantry squads need never fear that the death of its squad members is reducing its combat effectiveness.

What follows is a list of the most common items issued to Imperial Guardsmen upon their enlistment. It is not an exhaustive list, as many regiments have their own local variants of similar equipment and each forge temple, hive world, forge world etc has its own differing methods of production, but as before, we will take the Cadian 91st as an illustrative example in order to describe the basic combat load of an Imperial Guardsman.

Rations

When on active duty, all Guardsmen are issued with five Combat Ration Packs (CRP), designed to sustain a soldier engaged in heavy activity such as military training or during combat operations when normal food service facilities are not available. The Combat Ration Pack is a totally self-contained operational ration consisting of a full meal packed in a flexible meal bag. The full bag is lightweight and fits easily into the pockets of a Guardsman's uniform or combat webbing. Each meal bag contains a nutrient-rich compound as well as foods designed to enhance the energy levels and stamina of a Guardsman.

Each CRP meal bag provides enough chemically enhanced stimulants to sustain a Guardsman through most combat operations and can be eaten directly from the pack, though some types include a flameless heater to cook with when on manoeuvres in enemy territory or in situations where exposing the squad's position is inadvisable. Where such things are not a concern, each pack may be broken open and its individual elements heated by immersion in hot water.

Note: It is advisable for each regiment to attempt to stick closely to a supply line of CRPs manufactured close to its homeland, as there have been instances where regiments have fallen foul of foodstuffs from other systems that have caused widespread vomiting and diarrhoea due to the unfamiliar richness of the nutrient paste used in its production (notably the 473rd Gudrenite Rifles, who lost over five hundred men to a mass allergic reaction to CRPs produced from the death world of Hellebore III).

Cooking

The methods of heating food or rations will depend on the origin of the CRPs



Order no: Dmreqord/c91/crp1001/pe

issued to Imperial Guardsmen. The most common cooking implements issued are hexamine stoves, which are pocket-sized, foldable, solid fuel metal stoves that use blocks of hexamine for fuel. These stoves can be used to heat up water for mugs of caffeine or to warm up stews of nutrient paste. Some are also fitted with adapters to hold a metal canteen or cup. Each stove comes with eight fuel tablets in a waxed box and the standard issue is one cooker every three days, but with fuel refills every day. Despite complaints that the fuel is toxic, smells appalling and the waxy tablet is very difficult to light, many a Guardsman has been thankful for its smell on a cold morning.

In some instances it is inadvisable for Guardsmen to cook food on a device that emits heat and flames, such as long-range patrols or operations behind enemy lines. For such eventualities, Guardsmen may sometimes be issued with flameless ration heaters; water-activated heaters designed to heat a Guardsman's CRP. A flameless ration heater is small in size and weight, easily fitting within a Guardsman's combat webbing. Each heater is packaged in a sturdy, leak-proof bag that serves as the heating container for the CRP. To use the heater, the Guardsman simply cuts open the top of the bag's sleeve and places the food portion inside the bag next to the heater. With the addition of water, a chemical reaction begins and within fifteen minutes, the Guardsman may enjoy a hot meal. Care must be taken with such ration heaters, as it has been known for bags to rupture and the

chemical elements of the heating process to mix toxically with the food or even to explode¹.



Order no: Dmreqord/c91/stove-a2001/pe



Order no: Dmreqord/c91/stove-b3001/pe

Magnoculars

When on reconnaissance, exact information is essential as is evading detection by the enemy. The best method of ensuring this is to view the enemy from afar while not affording enemy assets to become aware that they are being observed. Magnoculars provide a Guardsman with a means of rendering what is beyond the naked eye's understanding to that which may be easily observable. Magnoculars are employed to provide clear details of what lies ahead of an Infantry platoon and to advise any following units of terrain and enemy strength.

Some Guard-issue magnoculars are compact and lightweight, but most are bulky and heavy, though the wealth of information that can be gathered with them more than offsets this minor disadvantage. Magnoculars offer high light transmission and optical performance, enabling a Guardsman to view objects a great distance away and once calibrated for the user's eye by a tech-priest of the Adeptus Mechanicus, magnoculars keep all objects in focus from twenty meters,

with no need for adjustment for varying distances. Magnoculars are 'rubber armoured, shockproof and waterproof and can withstand even the harshest battlefield conditions. Guardsmen with optical implants may have such devices fitted to their ocular hardware, but this often makes the requisitioning of specialised helmets a necessity.



Order no: Dmreqord/c91/magno4001/pe

Micro-vox bead

The standard issue Imperial Guard micro-vox bead system is a lightweight vox system that allows commanders to communicate with their men while leaving their hands free to hold a lasgun or other item of kit. Such rare pieces of kit are generally only distributed to small, elite units that require stealth and cunning within earshot of the enemy. Designed to fit within the inside of a standard issue Imperial Guard helmet (Cadian Pattern), each set is fitted with a vox bead that attaches to the throat in order for it to pick up the vibrations of the larynx to translate sub-vocal inflections into speech in the receiving bead.

Utilising vibrations in the bone – receiving vox-traffic through the facial bones which is then transmitted directly into the ear canal – the vox-bead affords the squad leader the operational advantage of having no speakers over the ears with which his squad's position could be given away. This allows 360° of unobstructed natural hearing of ambient auditory sounds. Such systems are also compatible with standard issue

¹Some regiments have been reluctant to employ such heaters for fear that they cause more casualties than simply risking a fire. Others have taken to fashioning them into booby traps, thanks to the explosive nature of some of the chemicals utilised in their creation. This is to be discouraged.

rebreathers and allow vox communication even in hostile environments or while under chemical attack.

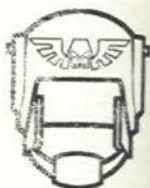


Order no: Dmreqord/c91/microvoxbead5001/pe

Helmet

The finest armour available to the Departamento Munitorum protects Imperial Guardsmen. In most cases this will be sufficient for a Guardsman, but in addition to body armour, Guardsmen are also equipped with helmets to protect the vulnerable cranial area. Injuries to this region of the body are invariably fatal and thus maximum effort should be made to avoid such injuries. Where such injuries are unavoidable, the use of a Cadian Pattern (Aquila) helmet offers the best protection from exploding shrapnel and fragmentation. Older helmets (utilising technology still sought for by the Adeptus Mechanicus) are blessed with good non-ballistic protective qualities that may be caused by concussive shockwaves from explosions. Most, however, do not.

Helmets protect the Guardsman's head through a mechanical energy-absorption process and, therefore, their structure and protective capacity are altered in high-energy impacts. The Cadian pattern helmet weighs just over two kilograms and has an ideal distribution of mass over the head centreline, meaning there is a minimum moment of inertia, and no lag following rapid head movements. Each helmet has an integrated outer shell and suspension system to provide a stable, snug fit and has an adjustable standard two-point suspension system and headband.



Order no: Dmreqord/c91/sihelm6001/pe

Rebreather

Many of the worlds an Imperial Guardsman will be expected to fight upon will have atmospheres or regions inimical to the human respiratory tract. In addition, many of the multifarious foes he must fight will employ chemical nerve agents that attack the nervous system causing hideously painful deaths. Such toxins are ingested through the act of breathing and thus to protect the Guardsman, rebreather apparatus is employed to allow him to breathe normally while still in a combat situation where such weapons are employed.

Rebreathers form a sealed cover over the nose and mouth, though some variants (notably those employed by the so-called 'Death Korps of Kreig') also cover the eyes and other vulnerable soft tissues of the face. Airborne toxic materials may be gaseous or particulate (such as biological poisons employed by the Tyranid menace). Many gas masks include protection from both types. Some rebreathers require the Guardsman to carry an air supply, but these are bulky and comparatively rare, and thus most rebreathers operate by removing the toxins from the air before passing the clean air to the Guardsman.

Note: Each rebreather has only a limited lifespan before the absorptive qualities of the filtration gear in the mouthpiece degrades to the point of uselessness. Each Guardsman should obtain form 453775/reb34b from his Departamento Munitorum Liaison supply desk and submit a requisition request every six

months in order to ensure a regular supply of filtration cartridges.



Order no: Dmreqord/c91/rebreath7001/pe

Targeters

Each Guardsman is trained to a high degree of accuracy in marksmanship during his recruitment and subsequent journey to the warzone decreed by the Departamento Munitorum. However, there are certain weapon types that depend on even greater degrees of accuracy than that displayed by most competent Guardsmen or which employ ordnance of such rarity that every effort must be made to ensure an on-target shot. Targeters are precision instruments fitted to some weapons that greatly enhance the likelihood of a kill-shot by emitting an invisible, infrared energy pulse to the target, which is interpreted by the logic-engine and high-speed clock fitted within to calculate the time taken by the each pulse to travel from the targeter to the enemy and back almost instantaneously.

The ranging accuracy of most targeters is +/- two metres under most circumstances, though battlefield acoustics and high ambient noise may increase this. The maximum range of a targeter depends on the reflectivity of the target and the environmental conditions at the time of firing. In addition, the colour, surface finish, size and shape of the target all affect reflectivity and range. Guardsmen employing a targeter should always attempt to shoot a target at a 90° angle (where the target surface is perpendicular to the flight path of the incoming shot) as this is more likely to

provide a more accurate range while a steep angle limits the usability of the ranging information.

To employ a targeter, depress the activation rune once to activate the display system while aiming the device at a target at least twenty metres away. Hold down the activation rune and recite the opening lines of the Marksman's Prayer until the range to the target is displayed. Then take the shot and slay the enemy.



Order no: Dmreqord/c91/targeter-a8001/pe



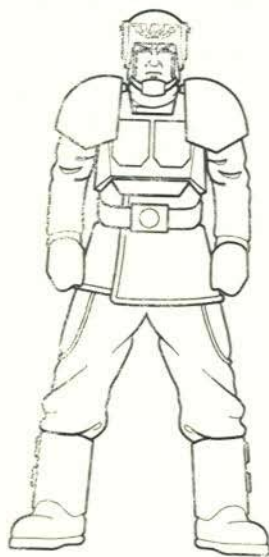
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Order no: Dmreqord/c91/targeter-c1101/pe

Uniform

The Imperial Guard draws its recruits from all over the galaxy and from a million different worlds and environments. As such there is no formal uniform by which to easily identify a unified Imperial Guard. Each world will equip its Guardsmen with cloths and colours most easily available to it, thus there is a great deal of variation between regiments, even those hailing from the same or nearby worlds. Uniforms are mass-produced in order that the many thousands of Guardsmen that make up a regiment may be equipped quickly and efficiently (uniforms in standard sizes and designs are also easier to replace on campaign). Typically, uniforms are made from hard-wearing fabrics designed to resist hostile environments and prove hardy in the field, though some are the result of centuries of tradition, leading to some



Order no: Dmreqord/c91/sivoniform1201/pe

impractical battle dress (notably, the mirror helmets of the Viskean Guard – affectionately known as ‘las-magnets’) but which would never be abandoned.

The styles and decoration of uniforms vary immensely throughout the Imperium, but most often consist of a thickly woven pair of trousers, sometimes fitted with pockets for power packs or CRPs. Over this, most Guardsmen have a sturdy tunic shirt and uniform jacket (over a flak vest) in their regimental colours, though some regiments favour camouflage patterns to better disguise their soldiers. Others, like many Cataphan regiments, disdain the use of the flak vest and go into battle with little more than an undershirt to protect their torsos. Such faith in the Emperor’s protection is to be lauded!

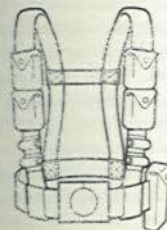
Many senior officers have noted that Imperial Guard regiments often present a shabby and non-descript appearance

when on campaign, but this is often unavoidable as pristine uniforms quickly deteriorate in the field or are replaced with whatever local substitutes are available. Most regimental supply officers attempt to match the uniform to the battlefield being fought upon, whites for ice worlds, khaki for desert worlds and so on. The demands of the battlefield mean most uniforms follow this pattern; though many regiments retain such traditional uniforms for ceremonial functions, dress or officers attending formal occasions.

Webbing

Imperial Guardsmen going into battle require a great deal of kit; spare power packs for their lasguns, grenades, food, water, cleaning kits and a myriad of other battlefield essentials. To allow a Guardsman to carry this kit and still fight, it is common for him to be equipped with combat webbing that allows a great deal of equipment to be layered onto the chest rig or backpack of a Guardsman while leaving his arms free to fight. The front face of the webbing is fitted with pouches while the inside is fitted with a mesh that forms a map pocket and has space for an additional two standard issue lasgun power packs. Combat webbing can be worn over flak armour or alone and has several hooks for affixing grenades or entrenching tools.

Combat webbing distributes the weight of a Guardsman’s kit around his body, allowing him to carry greater loads without degrading his fighting ability. It has been noted that some Guardsmen are modifying the ammo pouches designed for two power packs by removing the central dividing strips to make it easier to insert and remove magazines. This is an infringement of Department Munitorum laws concerning the modification of equipment and is to be punished where discovered.



Order no: Dmreqord/c91/webbing1301/pe

Weapon cleaning kit

It is the duty of every Guardsman to keep his weapons in a high state of readiness that they will be able to kill the enemies of the Emperor at all times. To ensure that weapons may be maintained in this state, each Guardsman is issued with a standard ‘Thor-pattern’ weapon cleaning kit that works with most currently recognised patterns of las weapons and solid shot weapons (Note: specialised weapons such as plasma weaponry should be returned to the weapon’s designated Techpriests or Engineer of the Adeptus Mechanicus for cleaning). The ‘Thor-pattern’ cleaning kit comprises a range of bronze bore and chamber cleaning brushes, flexible barrel rods, chamber cleaning rods, obstruction removers, lens polish, crystal buffer, rod connectors, solvent, all calibre patches and bore brushes.

With proper training, it is possible to keep a weapon in pristine condition throughout a weapon’s service life and every Guardsman is expected to keep his weapon in this state every day. In addition, he must be able to perform a field strip and clean of his weapon within a prescribed time as decreed by

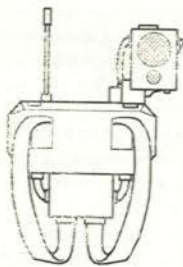
his superior officers. To clean a weapon, the Guardsman must strip it back to its components as described in basic training and clean every internal passage of hard coated carbon. Liberally coat every surface and every passage of the weapon with a foaming solvent that strips most fouling known to build up on such weapons before administering a coating of cleaning gel that dissolves rust from all the metal parts of the weapon.

Personal vox

Imperial Guardsmen in specialised units are equipped with a personal vox transmitter that allows infantry squads to communicate over short distances, even through thick cover or the walls of buildings without raising their voices, easily misunderstood hand signals or inefficient message relaying. The personal vox allows platoon leaders to react quickly, aggressively and efficiently to rapidly changing combat situations, delivering their orders to the squads under their command.

The standard pattern of personal vox weighs close to three kilograms and has a range of around two hundred metres. The power pack weighs an additional kilogram and has a life expectancy of between ten and twenty hours dependent on use and age of the pack. Some models of personal vox have encryption capabilities, but this is often disabled as the number of different units operating within a standard vox-capture net means that signals can often become garbled or unintelligible by those who need to hear it¹.

¹The dangers of miscommunication are exponentially greater in a combat situation and each Guardsman must familiarise himself with proper authentication codes and standard vox protocols when communicating. The confusion that can erupt when standard vox practice is not observed can result in great loss of life, as evidenced by the fate of the 324th Helvenic Janizars. This regiment was shelled by their own artillery when improper codes were exchanged and the battery commander believed his fellow officer’s calls for artillery strikes to be an enemy ruse and shelled the source of the vox transmission.



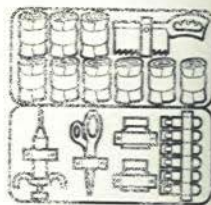
Order no: Dmreqord/c91/medpack1501/pe

Medi-pack

Guardsmen of the Emperor's armies will be expected to fight in some of the most hostile conditions known to exist within the galaxy. It is a mathematical certainty that at some point in his active service life, an Imperial Guardsman will be injured. History has taught that the greatest loss of life comes not in the crucible of combat, but in the periods in-between battle, where poor/late treatment of injuries and infection are the most common killers of wounded Guardsmen. It has been shown that prompt treatment of a wound as soon as possible after its occurrence will greatly enhance the chances of an injured Guardsman surviving.

Medical personnel and evacuation capabilities will not always be available to treat and evacuate the wounded on the next battlefield and thus the life saving medical aid administered to casualties will be the responsibility of the individual Guardsman and his squad mates. Those men and women who display an affinity for the human body will be found within the Officio Medicae, but it is the duty of each and every Guardsman to be proficient in the application of basic field dressings utilised to stop bleeding. Each platoon should have at least one Guardsman designated as a medic and who is equipped with a medi-pack.

Each kit provides enhanced capabilities for self aid and comrade-administered aid to treat the two most urgent medical crises faced by battlefield casualties (bleeding out from an extremity wound and blockages of the airway). Each kit contains sterilised gloves, rolls of surgical tape, a number of compress gauzes, trauma dressings, combat tourniquets and an airway intubator. With these tools at his disposal, a combat medic is best placed to save the lives of his comrades.



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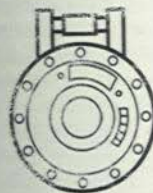
Demo charges

When involved in close range fire-fights or last stands, the Departamento Munitorum has issued some Guardsmen with demo charges: short range ordnance weapons designed to be thrown at the enemy when the strength of a soldier's arm is enough to reach the enemy. It takes a soldier of great courage to use such a weapon, for its blast radius, lethality and imprecision often means it is as dangerous to the wielder as it is to the enemy. Guardsmen who volunteer to carry a demo charge are authorised to request better food and increased ration allowance, so there is no shortage of volunteers to carry them.

A demo charge is primarily designated as an antipersonnel weapon, though the power of the explosives contained within are capable of damaging even the heaviest of tanks. Once

activated, the bearer runs towards the enemy and hurls the demolition charge (normally contained within a canvas bag) towards his target. With courage, a keen eye and the Emperor's blessing, the charge will land in the midst of the enemy and wreak great carnage within their ranks. Often the plucky charge of a Guardsman armed with a demo charge has proven to be enough to break the resolve of many an enemy force.

A demo charge weighs almost two kilograms and, once activated, is detonated upon impact with a target of sufficient mass (or impact with the ground). Needless to say, a demolition charge is a one-shot weapon and is primarily designed for use against massed infantry attacks. When it explodes, the demo charge delivers its explosive payload in a spherical pattern, with the optimum effective range (the range at which the most desirable balance is achieved between lethality and area coverage) being in the region of twenty metres.



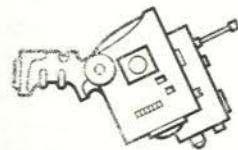
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Surveyor gear

As well as lasguns, bayonets and grenades, information is one of the key weapons of the Imperial Guard. Knowing where to find the enemy is

key to their destruction and the Departamento Munitorum issues forward recon units the Auspex Surveyor units that register varying levels of background radiation, infrared signatures and electromagnetic emissions to discover enemy troops. Commonly issued to specialised infiltrating troops to enable them to work their way into forward positions, sentries and fixed defence points in forward base positions, Auspex Surveyors are simple to operate and require only rudimentary intelligence to read.

All a Guardsman has to do is simply point the surveyor kit in the direction he suspects there may be enemy troops and depress the activation glyph. The pict screen then displays the machine's findings as coloured dots on the slate (red for hostiles, blue for friendlies wearing ident-tags) in the various range bands (ten metre increments). Armed with such information, it is a simple matter to order a fire mission upon the location of the now uncovered infiltrators. Care must be taken to ensure that all perimeter patrols (if the surveyor is being used in its defensive configuration) are issued with up to date ident-tags and the proper challenge responses to avoid any incidents whereby their comrades fire upon returning patrols.



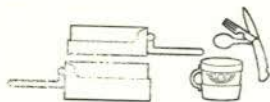
Order no: Dmreqord/c91/surveyor1801/pe

¹The 7th Company of the Catachan 99th (The Blades) virtually wiped itself out during the Tyrand infestation of Rigant IX. Records later showed that there had not been a xeno organism within sixty kilometres of the Company and that every casualty suffered by the 7th was inflicted by friendly forces.

Mess kit

An Imperial Guardsman's mess kit is constructed from enamelled steel and contains everything he needs to prepare and serve his rations. It can be carried with him in his combat webbing when on patrol or other combat missions, though Cadian Guardsmen have long grown used to cold rations eaten straight from the pack. Despite standardisation employed by the Departamento Munitorum, many regiments employ their own traditional styles of mess kit, which often reflect the dietary preferences of the regiment's homeworld. A Cadian pattern mess kit contains a skillet, a small kettle for boiling water, a plate, a cup and cutlery. The handles of these appliances are foldable and can be detached to use with other cookware or stoves. Items are stored by nesting them in other components, making best use of available space on a Guardsman's kit.

The lids of each container can be used for preparing, cooking, and/or eating, and usually come in two or three pieces. When Cadian Guardsmen are on patrol or far from base, they eat Combat Ration Packs, nutrient rich food pastes that only need to be reheated, so the pots etc are shallower than those employed by other regiments. Thus, the flat-oval mess kit is split along the length of the side, creating two halves: the deeper half forms a deep oval skillet, which has a foldable handle that curves near the end into a latch. To complement these kits, Cadian mess kits use a specially moulded cup that fits over the bottom of the Imperial Guard's standard litre canteen for anything that requires a deep pot, such as boiling water.



Order no: Dmregord/91/compmesskit1901/pe

Sleeping equipment

To best engage the enemy, a Guardsman needs to be alert and wakeful. When in base camp or on manoeuvres, a good night's rest does much to replenish the morale and energy of the ordinary soldier. When moving through territory or on patrol, each soldier is issued with a quilted sleeping bag that tapers towards the end. Most such bags are quilted with feathers of whatever local avian creature happens to provide the most insulation against the cold, though with the variations found between regiments, there are an almost infinite variety of substances found within the quilted layers of a sleeping bag. The Cadian 91st utilise a mixture of plumage from marsh warblers found on the shores of the inner seas and synthetic fibres, a mix that does much to cut out the icy winds and cold rains of the Cadian climate.

The outer layers of a sleeping bag must provide a high degree of tearing strength and it is desirable, though often impractical, to ensure that they are waterproof. Some sleeping bags incorporate hoods and are sometimes embellished with extra layers and the capacity to be linked together to allow more than one person to share the bag for extra warmth. Commanders and platoon leaders are instructed to discourage such things, as it is more difficult for a Guardsman to extricate himself from a sleeping bag when there is another body generating heat and entangling limbs! Should shared bodily warmth be necessary, Guardsmen are encouraged to sleep close to one another, but to keep to their own sleeping bags.

Hygiene kit

In order to prevent the spread of disease around camp and within the members of a platoon or regiment, the Departamento Munitorum requires the highest standards of personal hygiene from the soldiers of the Imperial Guard. It is imperative that the citizens of the Imperium look up to the Imperial Guardsman as a figure of heroic endeavour and thus he is expected to look his best whether in an active war zone or in base camp. Each soldier is issued with an Imperial Dress and Hygiene Kit, which contains everything he needs to keep his appearance up to the required standard.

Each kit comes with a bar of hard soap, abrasive tooth cleaning paste and brush, and a sharpening stone (with which a Guardsman is expected to use to sharpen his bayonet for shaving. In addition, the kit comes with delousing powder that can be used to eradicate most forms of parasite or leech. *Note: This powder is caustic and should only be used as per Officio Medicae guidelines and never on sensitive areas such as the groin or eyes.* The Cadian pattern hygiene kits also include anti-fungal powders and antilice gels that should be employed regularly to ensure that each Guardsman is able to appear before his superior officers in a manner befitting the Guard¹.



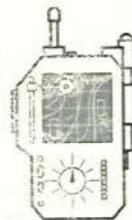
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Orientation gear

In order to function as part of an offensive it is essential that each platoon can find its way to its designated jumping off point or rally point in the event of a retreat. To do so, each Guardsman must be familiar with the utilisation of map and compass. The procedures for making use of a compass have already been dealt with comprehensively in *The Imperial Infantryman's Uplifting Primer*, and it is with the physical properties of the standard issue Imperial Guard compass that this text will concern itself.

The standard issue compass has been used by the Imperial Guard for centuries and its durability and accuracy is a testament to the ingenuity of the Imperium. The compass is accurate, rugged and reliable. Protected by a steel case with metal hinges, the compass is both waterproof and shockproof. Azimuth is graduated in 5° increments, while the outer dial is graduated in mils. Most standard compasses also include a built-in magnifying lens (though these are often broken or cracked) finger loop and cord lanyard. With the correct training and an up to date map, it is possible to achieve accurate directional course plotting with night vision luminance. Particularly advanced models of compass may be fitted with chemical fluorescence vials, allowing the compass to be read at night without an external light source.

Note: It is essential that each compass in the regiment be calibrated for the polar north of the particular planet reached!



Order no: Dmregord/91/orientation3201/pe

¹Some regiments, such as the Colossor Palatines, also include polish and powder with which to clean the metallic portions of their uniform jackets and wash their battle dress respectively. The state of a Guardsman's uniform is at least as important as his cleanliness to this regiment.

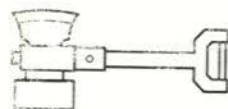
Entrenching tools

In order to survive enemy bombardments or occupy defensive positions, soldiers will often be forced to dig foxholes, trenches or other methods of protection. To facilitate this, each soldier may be issued with a standard issue entrenching tool, sometimes known affectionately as a Nine-seventy. The Nine-seventy is a compact shovel with a 'T' handled, collapsible shaft and spade-like point with sharpened edges. The Cadian pattern Nine-seventy has serrated edges for secondary use as a saw and doubles as an effective close combat weapon when it is the only object to hand.

The Cadian 91st train extensively in the use of their variant of the Nine-seventy as a close combat weapon and it is a brutal implement when used in this manner since it bears a serrated pick head on the opposite end to the shovel head. This reportedly makes digging more difficult, but the Cadians accept this disadvantage in favour of its superior qualities as a weapon. Though they are occasionally decried as being uncomfortable to carry and awkward to use, many a Guardsman has had cause to thank the shelter he has dug with a Nine-seventy when enemy bombardments are incoming.



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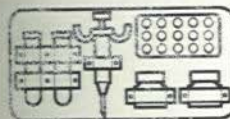
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Anti-contaminants

Next to ammunition, water is the single most important requirement of the Imperial Guard in a war zone. Due to the variances between planets it is next to impossible that a Guardsman will be able to drink the water of a world other than his own unless it has first been sterilised or otherwise treated by purification machines of the Adeptus Mechanicus. When on active duty it is impractical to carry an amount of water as would be required to sustain a Guardsman, and thus each soldier must drink from the locally available water supplies, though there are a variety of microscopic organisms that can cause serious, even fatal illness amongst soldiers (mainly through fluid loss caused by vomiting or diarrhoea).

In order to avoid such an unpleasant fate, water must be purified and boiling is the most certain way of killing micro-organisms, though this may not be possible if deep in enemy territory. For such eventualities, each Guardsman is issued with water purification tablets that will kill many of the most virulent pathogens that can cause infections. Care should still be taken with any local water (especially on hive worlds or areas that have been heavily shelled), as neither boiling nor chemically treating water will remove toxins, such as chemical runoff, poisonous spills etc.

There are no anti-contaminants that will effectively prevent radiations from damaging the human body cells that they strike, however, the standard Imperial Guard anti-contaminant kit contains tablets containing salt of the elements potassium and iodine, which, if taken orally before exposure to radioactive iodines, prevents 99% of the damage to the thyroid gland that otherwise would result. Excess iodine is rapidly eliminated from the body by urinating.



Order no: Dmreqord/c91/companti-contaminant2601/pe

Boots and socks

An Imperial Guardsman will spend a great deal of his time marching, fighting or otherwise on his feet and thus his boots must facilitate his comfort and protection. The standard issue Imperial Guard boot comes in three sizes and is made to a universal pattern established over six thousand years ago. Each boot is waterproof and hard wearing, with each pair expected to outlast the lifetime of the Guardsman wearing them. The standard Cadian boot is known as the 'ankle-breaker' thanks to the rigidity of the hard leather that protects the upper ankle and steel plates that protect the shins.

Many regiments favour boots of their own design and in this instance, the Departamento Munitorum allows the use of non-standard equipment, as many of the designs employed are as a result of many centuries of experience in particular climates. For example, the soldiers that make up the Valhallan regiments favour a rigid, heavily insulated boot with particularly sharp, crampon like grips on the soles, while the Rough Riders of Attila and Tallarn favour a flexible-soled, lightweight boot that allows the foot to breathe through semi-permeable membranes within the boot's fabric.

Each Guardsman is issued with five pairs of socks and it is a court martial offence to neglect the care of his feet. Hygiene kits come with anti-fungal powder and each Guardsman should ensure that he changes his socks every day in order to avoid infection or blistering.

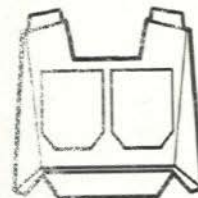


Order no: Dmreqord/c91/si/footwear2701/pe

Armour

Most soldiers of the Imperial Guard are protected from harm by body armour known as flak armour (or flak vests), a composite material that becomes rigid when a pressure or energy threshold is reached – such as the impact of a bullet, laser pulse or close combat weapon. Against most forms of weapon, the flak vest will be sufficient protection, though against heavy weapons or large creatures it is unlikely to have enough strength to prevent injury.

There are a great many variants of armour throughout the Imperium, with locally available materials, tradition and culture helping to shape the look and functionality of body armour. While flak armour is by far the most common armour type, it is by no means the only armour available to an Imperial Guardsman. Imperial Storm Troopers often wear



Order no: Dmreqord/c91/si/flak2801/pe

Order no: Dmreqord/c91/cavapace2901/pe

carapace armour, rigid plates of armaplas or ceramite moulded to fit parts of the body. This provides better protection than standard flak armour, but is bulky and heavy and really only suited to units certain to be under the heaviest fire, such as assault units or those involved in urban operations. Officers often sport carapace breastplates of gold and silver and it is a point of pride that many disdain the risk of snipers by wearing such armour on the front line of battle.

In addition to such commonly available items, high-ranking officers may also be protected by energy fields, such as a refractor field or conversion field.

Such advanced technology is never available to the ordinary Guardsman, but works by deflecting the energy of an incoming shot or converting its kinetic energy into some other form of energy (light, in the case of a conversion field). Other regiments may utilise even more exotic forms of armour, such as the Vitrians who utilise unique 'glass' armour apparently composed of tiny shards of a reflective material able to dissipate laser energy with greater effectiveness than traditional flak armour. This armour can only be crafted by hand and thus only the Vitrian regiment wear such protection with any regularity.



Inspirational painting of the Cadian 8th at the Battle of Tyrok Fields.

PART THE SIXTH: THE PERSONAL WEAPONS OF THE IMPERIAL GUARDSMAN

SECTION I: IDENTIFICATION OF THE MOST COMMON WEAPONRY ISSUED TO A FRONT LINE TROOPER

*'There can be no bystanders in the battle for survival.
Anyone who will not fight by your side is an enemy you must crush.'*

Lord Solar Macharius

The Imperial Guard is an immense fighting force, the greatest army the galaxy has ever seen and its soldiers are the bright hammer of the Emperor, bringing his divine wrath to the heretics, xenos and traitors that hide their foulness in the dark places. To carry out this holy task, we have seen how each Guardsman carries with him the kit necessary to allow him to survive in the field, how he feeds and clothes himself, how he locates the enemy and how he is able to fulfil his oath of loyalty to the Emperor. In this section, the various weapons available to the Imperial Guardsman are described, together with any pertinent information regarding their usage or other facts that will no doubt be of interest to the average reader.

In describing these armaments, this tome will limit itself to the basic operation of these weapons, leaving the understanding of these instruments of wrath to the priests of the Adeptus Mechanicus. Remember, each of these weapons is more than simply a gun, a

tool to be used to kill, they are holy artefacts that fulfil their promise of existence by allowing each and every Guardsman the chance to kill the enemies of Mankind. Never underestimate the importance of that factor, for to do so is to forget the sacred duty of all citizens of the Imperium.

The weaponry of the Imperium has largely been standardised, thanks to the foresight of the Emperor and the Adeptus Mechanicus in ages past, but each world in the Imperium produces its own local variants of the weapons described in this section. Other weapons are produced on forge worlds or are produced in newly consecrated forge temples on conquered worlds. Despite the many small variations that exist between weapons produced on different planets, it is enough for our purposes to assume that they function in a manner similar enough to be called the same. For the purposes of this tome, each of the weapon patterns discussed here shall be Cadian pattern weapons (as employed by the Guardsmen of the 91st).



Lasgun

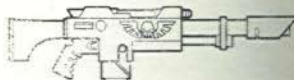
The lasgun (or lasrifle) is the standard weapon of the Imperial Guard and the most popular weapon amongst a great many human forces throughout the galaxy. It fires an explosive energy blast with a similar effect to a bullet or small shell. A lasgun may not be the most effective weapon in the galaxy, but it is easy to manufacture and maintain, and very reliable even under the toughest battlefield conditions. The weapon is very robust and can survive even the most violent mistreatment (though soldiers are to be reprimanded for using their weapon in any manner other than that approved by the Departamento Munitorum). With the attachment of a bayonet, a lasgun becomes a formidable close combat weapon and every Guardsman is expected to train regularly in bayonet drill.

Most lasguns operate in the nine-teen-megathule range, as this has been proven through live fire testing to provide the optimum balance between lethality and energy efficiency. Though lasguns are manufactured throughout the Imperium, most Cadian regiments favour the Kantrael short pattern lasgun¹. The lasgun can be fired on two settings, single shot and full auto. Firing single shots is more accurate and provides more shots, but in some cases (for example during an assault or defensive action against a more numerous foe) full auto may be employed when marksmanship is irrelevant.

The lasgun is powered by rechargeable power packs, but carries a

residual supply and can be recharged using its own solar converters. When in base, there will be designated power chargers, which may be used to recharge each Guardsman's power packs and it is his responsibility to ensure that he keeps as full a load as possible at all times. The enemy may strike at any time and it is every soldier's duty to be ready!

Though the lasgun is by no means the most powerful weapon in the galaxy, its detractors should note that it is by far the most widespread. Such a thing could not happen were it a poor weapon and any weapon, deployed in enough numbers, is a thing to be feared. Thus it is the perfect weapon for the soldiers of the Imperial Guard, for massed numbers is exactly where the Guard excels.



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Order no: Dmreqord/c91/laskantrael-b2002/ps

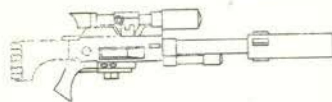


Order no: Dmreqord/c91/laskantrael-c3002/ps

Long las

In addition to the redoubtable lasgun's many variants, there are certain types of weapon that exhibit differences enough to be considered separate weapons. One such weapon is the Sniper Variant Lasgun, also known as the long las. Such weapons are only ever issued to those Guardsmen who have displayed a flair for marksmanship, stealth operations and scout movement, for such weapons are difficult to produce and require more training and intelligence to utilise properly.

A long las is a modified standard pattern lasgun with an XC 52/3 strengthened barrel, which is both longer and thinner than the usual model. The strengthened barrel allows for increased range and greater accuracy. The rifle does not have a charge setting slider, instead employing specialised ammunition known as a *hotshot*. A hotshot is a high-power energy clip with liquid metal batteries that fires fewer blasts (a clip is good for about twenty shots) but compensates with a greater lethality index. Due to the increased power of the shot, the stress on the barrel is considerable and due to the resultant metal fatigue, a sniper needs to replace the barrel with greater frequency than he would a standard pattern lasgun. A long flash suppressor fitted to the gun muzzle ensures that the telltale flashes of his shots does not betray the sniper's position (though standard practice is to relocate after each shot). The long las variant is quieter than a standard pattern lasgun, which also works in the shooter's favour.



Order no: Dmreqord/c91/lasXC52/34002/ps

Power packs

Fortunately for the Imperial Guard, laser technology is reliable and easy to maintain and replicate. Though the shots fired are not as powerful as the weapons of the Adeptus Astartes, they are certainly the most trustworthy. Used conservatively, a laser power pack will last for many shots (typically around a hundred and fifty) and can be recharged from a standard power source or by exposing its thermal cells to heat or light.

In an emergency, placing it in a fire can recharge a pack, though such treatment tends to drastically shorten the useful life of the pack and increase the probability of it failing². Recharging a power pack in this way regularly will eventually result in it exploding and such wilful destruction of Departamento Munitorum property will result in severe penalties being levelled at any Guardsman caught doing this. Many experienced Guardsmen prefer the lasgun over more powerful weapons for these very reasons.



Order no: Dmreqord/c91/pack-a-5002/ps



Order no: Dmreqord/c91/pack-b-6002/ps



Order no: Dmreqord/c91/pack-c-7002/ps

¹The Koltori Dragoons, however, favour a longer barrelled weapon with a heavy wooden stock, since most of their firing drills place greater emphasis on engaging at distance. Whereas the Saviar 'Chem Dogs' are known to favour a lighter, skeleton-stocked weapon that can more easily be fired from the hip on the move. A multitude of other lasgun variants exist (short handles, collapsible stocks, pistol grips, contour grips, high sights, etc) but all perform in as close to the same way as to be gathered collectively under the term lasgun.

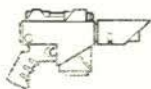
²Soldiers from the Jopal Regiment frequently employed this risky method of recharging when stationed in the Deadlands region of Armageddon, as they did not wish to leave the warmth of their fires to visit the designated charging station. As a consequence, a great many lasguns failed when the orks attacked, resulting in great loss of life and, more importantly, equipment.

Las pistol

The las pistol or laser blaster is a pistol version of the lasgun and enjoys the same reputation for ease of manufacture and convenience of use. It is issued as the standard sidearm of the Imperial Guard and fires distinct bursts of energy, which, like those of the lasgun, explode when they hit their target. Because the laser's energy is rapidly dispersed into the atmosphere, the lethal range of a las pistol is nowhere near as great as that of a lasgun.

Las pistols make excellent close combat accoutrements and, combined with a sword, allow an infantryman to fight with great vigour in the hurly burly of close quarter battle. Unlike the lasgun, the las pistol does not have multiple fire settings and operates strictly on a single shot mode. Its power pack fits snugly into the pistol grip and, due to its reduced size compared to a lasgun, it fires consequently less shots. Most magazines carry enough charge for around eighty shots before they require recharging, though soldiers employing a las pistol should be aware that the shots fired towards the end of the power pack's life will, in all likelihood, not be as lethal as the preceding ones.

Like most las weapons, there exists much variation in las pistol design, but all perform in the same way, though many officers carry exquisitely adorned las pistols that are priceless heirlooms and have gone to war with generations of their family.



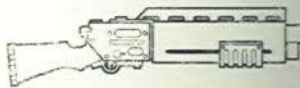
Order no.: Dmreqord/c91/slaspistol8002/pe

Shotgun

The smooth-bore combat shotgun fires a massive low velocity shot, which fragments in flight into a multitude of lethal pieces of spinning metal or plastic. Though the weapon has only a short range, it is exceptionally dangerous against unarmoured targets. Combat shotguns have magazines of shells and are reloaded by means of a pump action. They are strongly made, simple weapons, which makes them ideally suited to brave Guardsmen who are soon to launch a close range assault or troops of limited intelligence.

A special feature of the shotgun is its ability to fire different kinds of shells, including solid shells and loose, scatter shot, making them ideal weapons for close quarter fighting where the expedience of putting a foe down is more important than accuracy. Shotguns are often employed by the armymen aboard vessels of the Imperial Navy, since their low velocity rounds are unlikely to pierce the hull of a starship and are ideal for repelling boarders. For this reason, Imperial Guardsmen should familiarise themselves with the operation of shotguns, as they will often be called to defend a ship when in transit between war zones.

Though shotguns are impressively noisy when fired, they are unlikely to penetrate the armour of anything stronger than flak, or its equivalent, and should only be employed in situations where their advantages outweigh their considerable disadvantages. Against foes without armour or that scare easily, a shotgun is a desirable weapon, but in most other cases, a Guardsman should rely on his trusty lasgun when in a combat situation.

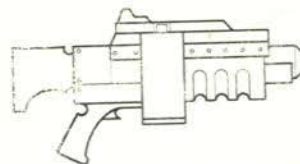


Order no.: Dmreqord/c91/shotgun9002/pe

Ripper Gun

The Ogryn Ripper Gun is a drum-fed automatic combat shotgun originally developed by the Imperium for issue to Ogryn unit leaders, but now generally issued to all such oversized abhumans. When a ripper gun is fired, it unleashes a hail of shot in a deafening burst that literally rips its target apart. At short range the fusillade of fragments produced by the weapon is so dense that the Ogryn literally cannot miss. These weapons are of suitably large dimensions and must be constructed as solidly as possible, for Ogryns have a tendency to use their weapons as clubs when in the thick of the fighting. Due to such creatures' limited intelligence, the weapon's trigger mechanism incorporates a burst limiter that prevents the firer shooting off the entire drum at once. Such a cacophony of sound appeals to the simple mind of an Ogryn and entertains them immensely on the occasions when the limiter fails to operate properly.

Without the limiter, Ogryn units would very quickly find themselves out of ammunition, though even without bullets, an Ogryn armed with a solid lump of metal is not a foe to be taken lightly. Ripper guns have been designed within the constraints of an Ogryn's modest intelligence and limitless enthusiasm to be utterly lethal at close range, but are of limited use beyond that. The weapons have only a short range due to the fact that an Ogryn's instincts are for close quarter fighting—few would feel inclined to shoot at a distant target even if they carried weapons capable of doing so.

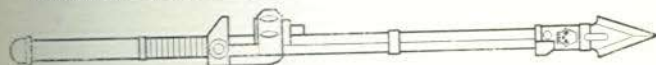


Order no.: Dmreqord/c91/ogripper1102/pe

Rough rider hunting lance

Most often recruited from feral worlds, Rough Riders are frontier soldiers who often ride into battle on the backs of horses or some other manner of steed. They are much valued by many regiments as scouts and foragers, though the power of a thunderous cavalry charge should not be underestimated, for Rough Riders often employ explosive hunting lances that are capable of tearing through even the plate armour of the Adeptus Astartes. The lance is tipped with an explosive charge, which blows apart on impact to shatter armour and melt flesh alike¹.

The hunting lance is essentially a one-shot weapon and one that, if it fails to kill its target, often leaves the wielder out on a limb as they struggle to free a close combat weapon. However, such concerns are generally unwarranted as the great skill of these riders means that very little ever survives their first charge. Though some see Rough Riders as a remnant of a culture long gone, few can doubt the effectiveness of their weapons and though the charge and subsequent destruction of their weapon contravenes Departmento Munitorum regulations, Rough Riders are exempt from this regulation under Article 7739.93c (as are Demo Charge troops).



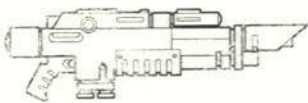
Order no.: Dmreqord/c91/huntlance1202/pe

¹ As there are Rough Rider units and regiments from all across the Imperium, the design of the hunting lance also varies enormously, with each regiment favouring their own particular method of detonation (manual vs impact) and design. The Attilan regiments, for example, favour lance heads in the shape of a falcon's beak to honour the legendary Mogul Kamir.

Hellgun

Storm Troopers of the Imperial Guard are trained and equipped to much higher standards than normal infantrymen and thus they are trusted with rarer and more specialised equipment than would normally be the case. Though all Imperial Guardsmen represent the finest fighting men of their homeworld, it is a fact that some men excel in combat where others merely provide meat and bone¹. To these exceptional men are given more advanced lasguns known as Hellguns.

Such weapons are the trademark of the Storm Troopers and fire more intense shots than the more commonly available weapon. Though not as powerful as the hotshot power packs of the long las, the power cells of a Hellgun allow for more rapid firing and can be switched between single shot and full auto. Since Storm Troopers often undertake the most dangerous missions, it is fitting that they should be equipped with the best weapons available in large quantities. Though the actual power of the laser bolt fired is comparable to that of a normal lasgun, its penetrative power is far greater and can punch through layered armours with ease.



Order no: Dmreqord/c91/hellgun1302/pae

Hellpistol

Like its smaller cousin, the laspistol, a hellpistol is simply a smaller version of a hellgun. It has a comparable range to the laspistol, but its power packs have a much smaller shot capacity – typically averaging around forty to fifty shots, depending on the age and condition of the power pack. Many Hellpistols are crafted by hand rather than stamped out in a forge temple and many have glorious histories going back centuries².

As might be expected, these are weapons typically owned by officers, though some particularly famous or lauded Storm Trooper sergeant may have been awarded his Hellpistol as a mark of some great, heroic action. Such things are, of course, exceptionally rare and most Hellpistols remain property of the Departamento Munitorum unless specified under Article 57332/534f.

After recommendation from the Departamento Munitorum, Hellpistols have been recognised as approved weapons for sanctioned executions. The high power of the laser blast characterises the wound and vaporises much of the blood from the criminal to be executed, leaving the authorised officer (or Commissar's) uniform pristine.



Order no: Dmreqord/c91/hellpistol1402/pae

¹ Such harsh realities often arouse the ire of ordinary Guardsmen, leading to units of Storm Troopers earning such unflattering nicknames as 'Glory Boys' and 'Toy Soldiers'. Such terms are contrary to Departamento Munitorum regulations and encourage the growth of disunity in the soldiers of the Imperial Guard. Any soldier caught using such terminology shall be reported to their regimental Commissar.

² The famous Dubeagan Pistols carried by Lieutenant Colonel Maxleod were said to have been gifted to his family by Saint Capilene herself and were reputed never to have failed their bearer in battle. It is said that when the 70th Lord Maxleod fled from a battle that the pistols turned on him and shot him six times in the head for his cowardice. Mysteriously, the pistols vanished after this tragic incident.

Boltgun

The boltgun is most commonly recognised as the standard weapon of the Adeptus Astartes and, though it is not unknown for certain high-ranking officers to bear such advanced and powerful weaponry, it is incredibly rare. Bolters are more effective weapons than the standard pattern lasgun and are able to punch through most forms of armour with little or no effort. They are, however, much more complex and are generally only ever carried by stocky individuals of great strength given that they are incredibly heavy and generate enormous recoil when they fire what is essentially a miniature missile.

The explosive rounds fired by bolters are of a much larger calibre than normal bullets and are sheathed in an armour-piercing tip with a mass-reactive detonator. Though fired at a relatively low velocity, the bolt's own propellant soon accelerates the round once clear of the barrel. The mass-reactive detonator reacts to any sudden increase in local mass and activates the explosive charge, literally blowing the target apart from within. Such weapons have an extremely loud report and create very gory entry and exit wounds in their targets (which invariably do not survive the trauma of the shot) and thus are perfectly suited to the shock/assault role fulfilled by Space Marines.

A bolter can fire a single-shot, a four-round burst or fully automatic fire, though without bionic augmentation it is not recommended that anyone other than one of the Space Marines fires on anything other than the single shot setting. Like most weapons in the Imperium, there are many variants. Bolters are designed to be augmented, and can be equipped with a wide variety of modifications, such as optical scopes, combat blades or even combined with other weapons, such as meltaguns, plasma guns or flammers.



Order no: Dmreqord/c91/boltgun1502/pae

Bolt pistol

The bolt pistol is a smaller version of the boltgun and fires exactly the same form of explosive bolt missiles. Senior officers or seasoned veterans of the Imperial Guard sometimes carry bolt pistols, and it is a great honour to do so, for only specialised temple forges on Mars or Space Marine homeworlds have the capacity to craft such advanced weaponry. A guardsman is most likely to see a bolt pistol being carried by Commissars of the Departamento Munitorum, for employment in the field of battle and for sanctioned executions.

The magazine of a standard bolt pistol is capable of housing between six and ten rounds of ammunition. The shells fired by a bolt pistol are identical to that of a bolter and rounds may be freely exchanged between the two weapons without fear of jamming. Bolt pistols are rarely used in isolation and are most commonly employed with a close combat weapon by assault units of Space Marines. Only the bravest officers of the Imperial Guard carry such weapons that often lead their men into the thick of the fighting. The presence of such an inspiring weapon in the hands of a courageous officer is an example certain to inspire great feats of valour.



Order no: Dmreqord/c91/boltpistol1602/pae

Grenades

Each Guardsman is issued with six fragmentation grenades – often referred to as ‘frags’ – which are the Imperial Guard’s standard antipersonnel device. They are designed to be thrown at the enemy, whereupon they will explode and destroy their targets with bursts of flying shrapnel. The body of a fragmentation grenade is made of steel and to cause additional injury, the interior of the grenade may also include small metal ball-bearings to further ensure a crippling wound. Fragmentation grenades may be used in several ways as described below:

In addition to the standard frag grenades, some elite troops may be issued with krak grenades or melta bombs. The former are designed to crack open armoured targets, but must be placed with greater care upon their target as the effective range of a krak is much less than a frag. Melta bombs are designed to literally melt their way through even the toughest armour,

though they are bulky and not easy to mount on a target. Only the bravest Guardsmen carry melta bombs, as they require a soldier to close with some of the most dangerous foes in the Imperium to use effectively. All soldiers who get the chance to volunteer for such duties should take the opportunity to do so.



Order no: Dmreqord/c91/frag-a1802;ps



Order no: Dmreqord/c91/krak-a1902;ps



Order no: Dmreqord/c91/mellabomb1702;ps

Fragmentation Grenades

- 1 – When assaulting an enemy position, frags can be thrown to keep the heads of the enemy down as they take cover from the blasts. In this manner, Imperial Guard assault units will be able to deny their enemies the benefit of cover.
- 2 – It is also possible to use grenades defensively (as the effective casualty radius is greater than the distance most Guardsmen can throw it – each grenade weighs nearly a kilogram) and they may be thrown from behind cover at approaching attackers.
- 3 – Grenades may also be used as booby traps by removing the pin and leaving them beneath or within items likely to be lifted or thrown by the enemy (see *The Imperial Infantryman's Uplifting Primer* for more details on setting booby traps using grenades).



Daggers and bayonets

Though every Imperial Guardsman is expected to be proficient in marksmanship with a variety of different weapons, it will sometimes be necessary to fight in close combat with the enemy. Though the butt of a lasgun makes for an effective club, it is not the most lethal of weapons. As such, each Guardsman is issued with a standard pattern, barrel-mounted bayonet for close-quarter fighting. Many of these bayonets are of a design common to a regiment's homeworld, resulting in some quite fearsome blades, notably those from Catachan (a world that appears to revel in the viciousness of its blades!). Though some regiments disdain the employment of bayonets, the Departmento Munitorum recommends that all commanders drill their soldiers thoroughly in their usage, as training to kill with the blade increases a Guardsman's aggressiveness.

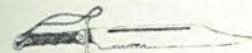
The standard issue bayonet has a matt-finished, non-reflective

blade that is approximately twenty-five centimetres long and three centimetres wide. A sharp point and serrations near the handle help penetrate body armour and even a moderately powerful thrust will penetrate a flak jacket.

The essence of bayonet fighting is to spring forward from a crouching position to thrust the blade into the torso of an enemy warrior. Other acceptable techniques include slashing an enemy diagonally from shoulder to hipbone (or nearest xenos equivalent) and pushing aside his weapon with the edge of the bayonet. Edged weapons are also known to be particularly useful for controlling prisoners (if any are desired for interrogation), stabbing enemies to check whether they are alive or dead, instances where a Guardsman's power pack is depleted or where he is so close to the enemy that firing his lasgun is impossible.



Order no: Dmreqord/c91/dagger-a2102;ps



Order no: Dmreqord/c91/dagger-b2202;ps



Order no: Dmreqord/c91/dagger-c2302;ps

PART THE SEVENTH: THE SUPPORT WEAPONS OF THE IMPERIAL GUARDSMAN SUPPORT PLATOONS

SECTION I:

IDENTIFICATION OF THE MOST COMMON ITEMS ISSUED TO SUPPORT PLATOONS AND SQUADS

*'Victory does not always rest with the big guns;
but, if we rest in front of them we shall be lost.'*

Commander Argentius

Having seen the manifold weapons available to the heroic soldier of the Imperial Guard, it is clear that he carries with him a fearsome arsenal with which to kill his foes. However, there are some vile xenos creatures or enemies who employ despicable tactics or war machines that are beyond even the righteous smiting of the weapons of a Guardsman. But such eventualities have been foreseen by the Departamento Munitorum and thus weapons of much greater potency are available

to the Imperial Guard. Such weapons are comparatively rare and precious, and therefore cannot be allowed into the care of a single man.

Imperial Guard heavy weapons are crewed by a team of two men. Generally speaking, one crewman carries and fires the weapon, while the other carries and loads ammunition. The first soldier is therefore referred to as the firer, while the second is known as the loader. Only soldiers who display a particular interest in the biggest guns or those who have an obvious

affinity with the operation of such firearms are permitted to use these weapons. When likely candidates are identified, they are gathered together into smaller squads to train them to be effective fire support squads. These men are tasked with providing effective support to their more lightly armed brethren, paying particular attention to massed infantry formations (if armed with heavy-calibre sustained fire weapons) or enemy armour units (if armed with weapons of sufficient power to destroy such things). Such a task is exceptionally rewarding, though also extremely dangerous, and the average life expectancy of such soldiers has led to them acquiring the nickname of 'the ten-minuters'.

In general, there are three types of support squad.

- 1 - Fire Support squads are equipped with weapons designed to support a general advance, such as heavy bolters, flamers or autocannon. These weapons can kill a great many enemy warriors in a short space of time, facilitating the advancement of the Imperial Guard through the holes in enemy positions thus created. In emergencies, the heavy bolter and autocannon can be used to engage enemy vehicles, but this is a tactic of last resort and such targets should be left to the Anti-tanks support squads. However, light scout vehicles can be engaged with a high probability of a kill shot.
- 2 - Anti-tank squads are held further back from the main line of advance and are primarily tasked with engaging enemy armour units. The weapons carried by

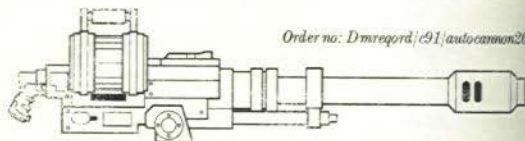
these squads are missile launchers and lascannons, ordnance designed to punch through the armoured skins of tanks and xenos creatures too large and powerful for infantry weapons to deal with. These soldiers are vital to the success of an Imperial Guard army as even a single tank or large creature that remains intact can shatter a company without the means to effectively destroy it.

- 3 - Mortar support squads are held even further back than Anti-tanks support squads and use their weapons to engage enemy units in the rear echelons of the enemy force. The weight of suppressive fire that can be laid down by a mortar platoon can pin enemy units in place under a ferocious bombardment, allowing the soldiers of the Imperial Guard to advance in safety to destroy them. Nowhere is safe from the relentless fire of the mortar, for even targets beyond sight can be engaged, provided there is reliable targeting information. Though these units are often stationed at the rear of a formation, it should not be thought of as safer, as mortar platoons are often the first to be attacked if the enemy should flank a position. As a result, most mortar crewmen are trained to a high degree in brutal, close-quarter fighting techniques.

As before, when examining the weapons of such platoons, we will confine our interest to those patterns of weapons most commonly employed by the Cadian 91st unless academic thoroughness demands a tangential diversion.



Ammunition isn't free - make your shots count!

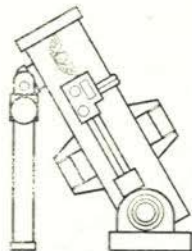


Order no: Dmreqord;c91/autocannon2003/sw

Mortar

The mortar fires an explosive shell on a high, arcing trajectory so that it flies over the heads of nearby troops and crashes down on to the rear ranks of the enemy with a devastating explosion. Mortars are popular weapons in the Imperial Guard because they are simple to construct and are more reliable than some more sophisticated weapons. The mortar has a standard two-man crew and while it is not always the most accurate weapon, the size of the area covered by the explosive ordnance it fires means that this is not generally a problem.

Mortars are exceptionally useful for laying down curtains of fire from behind a safe position. The crew can remain out of sight of the enemy whilst pelting them with fire. Once the weapon team has



Order no: Dmreqord;c91/mortar1003/sw

established the range to a stationary target it will be able to land shots much more accurately. Mortars rely on accurate targeting information to be truly effective and every soldier must be proficient in the proper vox-protocols for calling down support fire¹.

Autocannon

An autocannon is an automatic, self-loading cannon that fires a high velocity hail of solid shells a great distance. They are rapid firing weapons that can lay down a burst of fire to cover advancing troops, or strafe enemy held positions. These weapons are considered ideally suited for attacking enemy vehicles and fortifications from long ranges. They lack the heavy punch of a lascannon, but can fire more shots and are less prone to overheating, though the need to carry large amounts of ammunition is a distinct disadvantage.

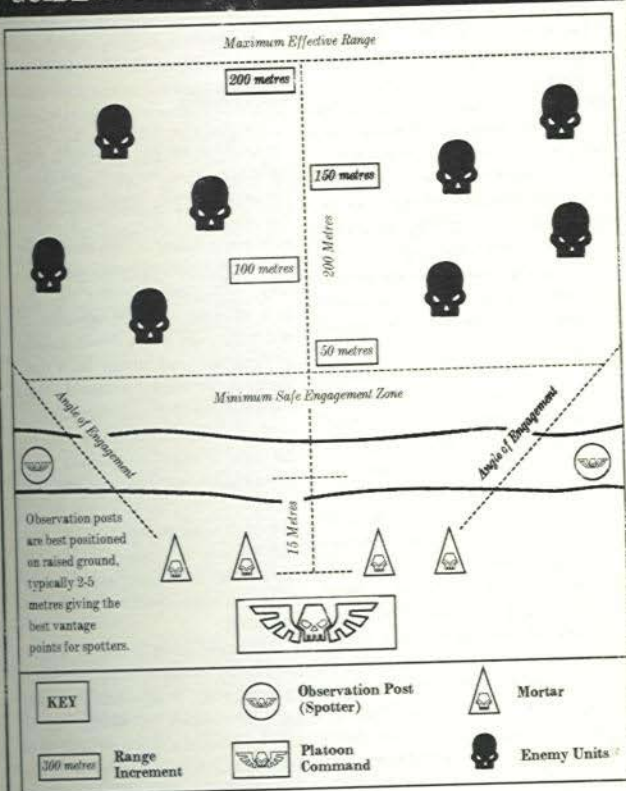
Autocannon shells once contained an explosive charge similar to that of a bolt round (only larger) though the means of producing this charge has been lost and now the rounds fired by an autocannon are less powerful than once they were. However, autocannon are still more than capable of eliminating heavily armoured infantry or light vehicles, and are employed by Imperial Guard fire support weapons teams due to their versatility and reliability².

¹Failure to comply with standard vox protocols can result in support fire being denied or misdirected by the commander of the Mortar support platoon. While instances of friendly troops being shelled by mortar platoons is impossible (all claims to the contrary should be addressed to Regimental Commissars) it is not unknown for the enemy to disrupt support orders, and thus all care must be taken when requesting support fire that the orders are processed calmly and thoroughly. Being under fire is no excuse for lax vox discipline.

²Though autocannon are designed to be fired from a standard pattern bipod with steel glacia, in extreme situations, it is not unknown for some of the stronger soldiers to carry them into battle slung from suspensor harnesses – though this ‘gung-ho’ method of firing is unusual and not to be encouraged. However on one occasion, Guardsman Drasquez of the Cadian 91st was able to decimate an entire Genestealer brood that had infiltrated the rear echelons of his command platoon by lifting the entire bipod arrangement and marching towards the vile aliens as he fired. Though later killed in battle, Drasquez was awarded the Hon- orific Imperialis.



GUIDE TO AIMING AND SHOOTING A MORTAR



Mortar crews assemble at the Platoon commander's operational command post for orientation on enemy formations and firing requirement briefings. Note that mortar crews rotate between Platoon command operations and live fire crew to ensure familiarity with all procedures.

To engage the enemy, follow this procedure:

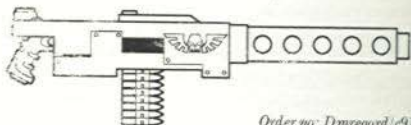
- 1 – The spotter sends a fire request to platoon command to begin a registration point adjustment.
- 2 – Platoon command plots a fire solution and sends it to the mortars.
- 3 – The mortar crew lay the mortars and fire using manual azimuth adjusters.
- 4 – Adjustment is continued until the registration point has been established.
- 5 – Platoon command then directs the spotter to adjust fire when ready.
- 6 – The mortar crew is then given a command of referred deflection.
- 7 – From this point on, various targets can be engaged using different types of adjustment (visual or remote-servitor).

Heavy stubber

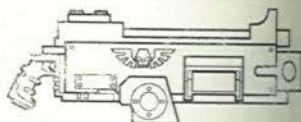
The heavy stubber is a tried and tested weapon that has stood the test of time to become the Imperial Guard's most common long-range anti-personnel weapon. The weapon is based on an extremely old design, making it too heavy to be carried manually, and is thus most commonly mounted on Imperial Guard vehicle. In this capacity it serves as either an additional crew-served weapon or for close-in defence when the much rarer storm bolters are unavailable. In penetrative power the heavy bolter has superseded it as an infantry weapon, but it has survived in use thanks to its ubiquitousness and reliability.

Affectionately known as 'big stubbers', the heavy stubber has an extremely high rate of fire, which goes some way to making up for its inability to pierce armour much thicker than flak. Heavy stubbers are extremely effective when deployed against massed formations of lightly armoured or unarmoured foes. It is also an ideal support weapon for worlds of a lower tech-level that might otherwise struggle to maintain laser weapons through technological or resource limitations.

The heavy stubber is a weapon that has passed into the hands of many Imperial civilians and ad-hoc militias, rendering it a favoured weapon of insurgents and other troublesome factions. Though most stubbers are poorly maintained and tend to jam often (thanks to incorrect cleaning rituals or the misapplication of sacred unguents), care should be taken when approaching an enemy bearing such a weapon.



Order no: Dmreqord;c91/hvystub3003;sw



Order no: Dmreqord;c91/hvylbol1003;sw

Heavy bolter

The heavy bolter is a larger version of the standard boltgun and is primarily designated as a support weapon to be fielded in fire support squads, though several Imperial Guard tanks, such as the Leman Russ, have heavy bolters in fixed mounts upon their hulls as anti-personnel weapons. A heavy bolter fires a shell that contains a more powerful propellant and explosive charge than the normal bolter, rendering its recoil too great for any but a Space Marine to fire without the use of a bipod and wheel-mounted recoil suppressor.

The bulk of heavy bolters employed by the Imperial Guard are operated by two crewman as standard and even with recoil suppressors, the Guardsmen who have to carry such weapons often nickname them back breakers or bruisers. This is in part due to their great weight, but also because of the terrible punishment they deal out to the enemy.

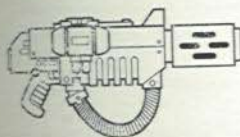
The heavy bolter is used to support more lightly equipped troops, and though its primary role is anti-personnel, it also has the capacity to destroy lightly armoured vehicles. Despite being large and cumbersome, it is a very fast firing and efficient weapon and thus it will remain in service for many years to come. Like all bolt weapons, it makes a loud and impressive noise as it is fired, especially when its bolt missiles hit their target and explode, making it a popular weapon with those Guardsmen who do not have to carry it.

Meltagun

The use of a meltagun requires a great deal of courage as they are weapons with only a very short range and the targets they are most suited to destroying are often the most hideously dangerous. Infantrymen selected to bear a meltagun have already proven their courage and most will have served for some time in the front line, earning medals of valorous conduct. Given the effects of a meltagun, some Guardsmen have given them the nicknames of cookers or vape guns.

There are two main variants of the meltagun, but both work on broadly the same principle. The Mars pattern meltagun works by sub-molecular thermal agitation of the target, which literally 'cooks', melts or otherwise vaporises it in spectacular fashion. The Esteban VII pattern works by producing a small-scale fusion reaction using a pyrum/promethium fuel mix. This is projected as a blast of incredible heat that can burn through almost anything imaginable – though the power of the blast is greater if the firer can close the range to the target.

There is little a meltagun cannot destroy, be it plastel or heavy, chitinous armour, and its effects upon living tissue are impressive to say the least. The weapon has only a short range, so it is used for close assault and support. The meltagun makes almost no noise when it fires, but the super-heating of the air produces a distinctive hiss that becomes a roaring blast as the body moisture of living targets vaporises explosively.

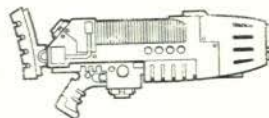


Order no: Dmreqord;c91/melta5003;sw

Plasma gun

To bear a plasma gun in battle is a great honour, for these are extremely rare weapons and are capable of immense destruction. The energy coils of a plasma gun use magnetic fields to accelerate bright, glowing bolts of plasma towards the target at extremely high speed. When a plasma bolt hits its target, tremendous levels of heat and energy are released, which destroys targets with an almighty explosion. A target hit by a plasma bolt suffers the dual effects of searing heat and explosive shock as its substance is instantly energised into boiling plasma. Only the very bravest and most capable Guardsmen are permitted to fire these weapons, for an unskilled operator can cause an uncontrolled plasma build up which can be powerful enough to cause fatal injuries.

The technology to create more reliable plasma guns (if such ever existed) has been forgotten over time, but such powerful weapons still find regular use throughout the armies of the Imperium due to their incredible stopping power and ability to make a mockery of even the thickest armour. Plasma weapons require careful maintenance and must be returned to a certified Tech-priest of the Adeptus Mechanicus at the end of every engagement, whether they have been fired or not. Despite such issues, the Departamento Munitorum has deemed a small degree of risk acceptable when considered in the light of the damage they can wreak upon the enemy.

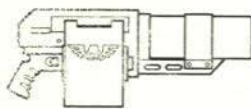


Order no: Dmreqord;c91/plasmagun6003;sw

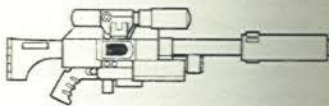
Grenade launcher

A common weapon amongst Imperial Guard infantry squads is the grenade launcher, a weapon that launches a grenade a greater distance and with more accuracy than a Guardsman could throw it. Capable of a relatively high rate of fire, these grenade launchers are primarily designed for suppressive fire and to destroy light vehicles and buildings³. The standard Cadian pattern grenade launchers are man-portable, drum-fed weapons that fire 40mm grenades that more resemble smaller versions of the ammunition fired by missile launchers. A grenade launcher is capable of firing both Krak and frag grenades (though neither are as powerful as the rounds fired by a missile launcher), the firer simply selects which he wishes to fire via a selection switch by the pistol grip handle.

The Cadian pattern grenade launcher can carry a load of twenty grenades and pivots forward to allow reloading. To aim the weapon, the Guardsman flips up a rear sight, which is notched for different ranges, and matches this up with the weapon's front quadrant sight. When preparing to pull the trigger, a Guardsman must first brace himself with a wide-legged stance, as the recoil from grenade launchers is significant, comparable to that of a boltgun, and recoil injuries are a common occurrence amongst Guardsmen unfamiliar with the weapon's power.



Order no: Dmreqord/c91/grenlaunch7003/sw



Order no: Dmreqord/c91/snipers/las9003/sw

³ The versatility of the grenade launcher was ably displayed in the Vogen campaign, when soldiers of the Huskovite Grenadiers were able to reach their objective in Angel Square without deviating from straight line marching order, despite the presence of several buildings in their path. Colonel Cox simply ordered his Infantry platoons to launch Krak grenades into the supports of each building to create a straight (if rubble-strewn) path to his objective.

⁴ The long las, as explained earlier, is also a popular sniper weapon, though its need for constant maintenance and high power makes it unpopular with the diminutive Ratlings. The long las is seen as an 'elite' weapon amongst the sniper community, whereas the needle sniper rifle is looked down upon by the best marksmen (perhaps unfairly) as being a weapon that requires almost no training or skill in order to hit a target.

Sniper rifle

The most common sniper rifle in the Imperial Guard arsenal is the needle sniper rifle, commonly employed by Ratling squads of abhumans⁴. The rifle fires a small dart tipped with a deadly neuro-toxin chemical, which is held in a specially marked magazine. A specialised telescopic sight affords the sniper unerring accuracy, allowing him to pick out the target's weak points, be it a chink in his armour or patch of exposed flesh. If the target is armoured the beam automatically pulses when the rifle is fired, punching a tiny hole which allows the toxic dart to penetrate.

The chemical dart is guided to its target by a tightly focussed energy beam, which in the case of non-organic targets is what causes the damage rather than the toxin. Though the chances of causing any damage are slight, some snipers have been able to destroy vehicles as heavily armoured as Rhino APCs by delivering a perfectly aimed shot through a vision slit or into the eye of a driver. The use of sniper rifles, while a perfectly valid means of killing the enemy, is not recommended when the glory of a frontal assault presents itself.

Flamer

When Imperial Guard assault units are called upon to attack built-up areas of urban terrain or thickly forested regions where enemy units cowardly attempt to make use of cover, Commanders should ensure that their flamer units are to the fore. These weapons project an ignited stream of promethium over a wide area, bathing multiple enemies in an inextinguishable, burning gel. Flamers are usually deployed in Fire support squads, but if commanders deem it necessary, Infantry squads may also be issued with them.

In most cases, a flamer is given to the most fearless member of a squad, as it is claimed by the cowardly that enemy snipers often target flamer units and that they are notoriously vulnerable to explosion should they be damaged. Some Guardsmen may exhibit a reluctance to carry flamers, but any cowardice such as this should be dealt with as a matter of urgency⁵.

Some regiments, like those from Cat-a-ban, make frequent and exceptional use of flamers – the flora and fauna of their homeworld making such skills basic needs rather than specialisations – and if such units are available to a commander, then he should seek to employ them in the front line of actions where the use of a flamer would be desirable.

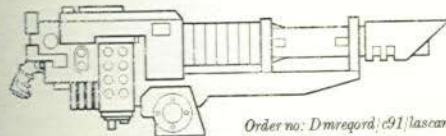


Order no: Dmreqord/c91/flamexmit9003/sw

Lascannon

The lascannon is one of the most ubiquitous anti-tank weapons of the Imperial Guard and is deployed most commonly in Anti-tank support squads. The lascannon is designed to knock out armoured vehicles and it is so effective in this role that it is often known as the 'tank buster'. Operating from the same basic laser principles as the smaller lasgun, the lasing chamber of a lascannon is much larger and the power-build consequently heavier than that of a lasgun. When it fires, the blast of a lascannon is a single blast rather than a hail of lower intensity las blasts. Its incredible power and ability to pierce virtually any armour make it a formidable weapon.

Lascannons are very heavy and consume a phenomenal amount of energy; hence they are usually installed on main battle tanks or Sentinels. However, two-man teams are able to manoeuvre and operate a single lascannon on a tripod mount and this has become the standard method of deploying the man-portable form of the lascannon. To accommodate the increased power output, the lascannon's barrel is several times larger in diameter and length. While the lascannon is primarily designed to knock out tanks, it can also be used against single heavily armoured foot troopers where the high-energy blast will easily penetrate armour or thick hide. In most cases, however, it is a poor anti-personnel weapon compared to a heavy bolter or autocannon and commanders should not employ lascannons to target infantry unless no other target presents itself as this contravenes Departmento Monitorum regulations on wasting ammunition.



Order no: Dmreqord/c91/lascannon1103/sw

⁵ By the same token, any soldier who displays a particular relish in carrying a flame unit (or insists that his targets, 'Say hello to Mr Yellow'), should be watched for any signs of latent psychosis, as a propensity to start fires is a warning sign of much worse to come.

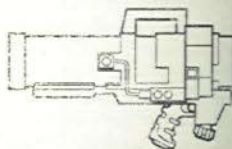
Missile launcher

The missile launcher is one of the most common and highly-favoured heavy weapons in the Imperial arsenal. Like all heavy weapons in the Guard, it is most commonly deployed in Anti-tank support squads to engage and destroy enemy armour, though with frag missiles, the two-man crew can punch holes in massed groups of enemy infantry. The concept behind the missile launcher is universal and versions are produced all over the galaxy by humans and xenos creatures alike.

The Cadian pattern carries a missile magazine containing individual self-propelled missiles, and can fire a variety of load types. The most usual missile type is the krak armour penetration missile, specifically engineered to crack open armour and destroy tanks. The frag missile, which is designed to explode amongst enemy

troops and scythe down exposed foot troops, is another common load. Other missile types are available, such as smoke missiles, plasma or anti-plant missiles, but such munitions are either too situational or rare as to be discounted.

The gunner and loader of a missile launcher must work together to decide on the most appropriate missile load as battle begins and a loader that serves a gunner for any length of time soon develops an understanding of what shells to load before the order comes through".



Order no: Dmregord/c91/missilelauncher1293/uu

Volley Firing

When the range to a single armoured vehicle is known, two or more weapons teams should engage it at one time on a prearranged signal such as a command, whistle, booby trap or mine. This is the best method of engagement with an armoured vehicle as it places the most possible rounds on one target at one time, increasing the probability of a kill.

Do Not Write In This Space

*Though some soldiers never really acquire the skills needed to fire a missile launcher and those who fail to meet the accuracy standards demanded for a weapons' team are deemed to have 'put the 'miss' in missile'.

PART THE EIGHTH: REGIMENTAL EQUIPMENT OF THE IMPERIAL GUARD

SECTION I:

IDENTIFICATION OF THE MOST COMMON ITEMS ISSUED TO SENIOR OFFICERS AND SPECIALIST PERSONNEL

'The meaning of victory is not to defeat your enemy but to destroy him, to eradicate him from living memory, to leave no remnant of his endeavours, to crush utterly his every achievement and remove from all record his every trace of existence. From that defeat no enemy can ever recover. That is the meaning of victory.'

Lord Solar Macharius

Now that we have focused on the needs and equipment of a Guardsman and the weapons that allow him to destroy his enemies, it is time to turn our attention to some of the equipment issued to officers and certain senior staff within the regiment. In the normal course of his duty, a Guardsman will have little recourse to employ such equipment, but it is expected that each soldier should be aware of such things and understand their role and purpose. Ignorance will kill the unwary and knowledge may one day save lives.

The senior officers of a regiment are tasked with responsibilities beyond those of a front line Guardsman; responsibilities that ultimately affect the entire regiment and have a bearing on the life of every man and woman serving within it. In order to understand the complexity facing officers, it is necessary to look at some of the equipment employed within the regimental command structure, for this will shed some light and visibility on the methods and reasons behind command decisions. For a soldier who

understands why he must obey orders without question will obey them with greater vigour than one who fights in ignorance.

As ever, a balance must be sought between illuminating the soldiers of the Imperial Guard and preserving operational security. In some regiments where there are cordial relations between senior command and the rank and file soldiers, this process appears to happen organically, with the orders and needs of the regiment being embraced by the ordinary Guardsman. Regiments that enforce a much more rigid discipline follow strict protocols on the dissemination of information and, though the *Tactica Imperium* has thorough guidelines on what manner of information should be passed down through the ranks (and by what means), this is a matter that is often best left to the discretion of Lieutenant Colonel of the regiment. However, what follows is information the Departmento Munitorum has decreed would be valuable for every soldier of the Imperial Guard to be

aware of. Information beyond this is classified and outside the operational needs of a Guardsman. Attempts to gain further information should be treated as suspicious and reported to the nearest Commissar.

The Cadian 91st have fought in many differing war zones since the great battle of Cadia of recent times and it is again to this regiment that we turn for illustrative purposes, though much of the following items of equipment are known and standardised

Body bags

It is a fact of war that men will die. Once a commander has grasped this concept he is free from any restraint in issuing his orders and accepts that, by his words, soldiers will be killed in the service of the Emperor. In this way, death becomes not something to be feared, but to be embraced as the ultimate embodiment of a life given for a higher purpose. However, given the ferocity of most war zones the Imperial Guard will fight in, it is inevitable that a great many men will be called upon to make this ultimate sacrifice. Observation has shown that Guardsmen balk at the prospect of burning the bodies of the fallen while in the field, and Commissars have noted that morale suffers when men are forced to dig mass graves before battle (though such preparedness is to be lauded).



Order no: Dmreqord/c91/bodybag2005/re

throughout the Imperium. In addition to items of equipment, we shall look at the battle honours that have been issued to the regiment in its service to the Emperor. In reading of the glories to be earned on the field of battle, Commanders should find inspiration and have the light of the Emperor fill them with His glory.

*Onwards, Commanders!
The Emperor Protects.*

To remedy this situation, the Departamento Munitorum sanctions the use of non-porous bags designed to hold human remains in preparation for later incineration. Each body bag is fashioned from a tough, hard-wearing vinyl material with handles for ease of carrying and wax-sealed trims to prevent leakage. Each regiment is required to have a stockpile of body bags equal to the number of serving Guardsmen in the regiment, but it is recommended that this stockpile be kept out of sight of its soldiers until after the fighting.

During the aftermath of battle, it is convenient to use flat, sealed body bags as transport for injured Guardsmen (though after the First Assault on Corinth, wounded soldiers superstitiously refused to be carried to triage stations on body bags, resulting in many more deaths than would have originally been the case). Prior to the Medusa V Campaign, vast reserves of body bags were built up in anticipation of millions of fatalities and though this was simply a realistic estimation of casualties by the Departamento Munitorum, it was criticised as being a serious blow to morale by Captain Sicarius of the Ultramarines. Ultimately, though, the Departamento Munitorum's foresight proved accurate.

The Tactica Imperium

When seeking instruction on the correct course of action, no commander should march to war without at least one volume of the Tactica Imperium in his belongings. The Tactica Imperium is the most widespread battle manual employed by the Imperial Guard. It is not a single tome, however, and has no one author; instead it is a massive living document, compiled from ten millennia of tactical wisdom, comprising collections of documents, doctrines, manuals and notes approved for inclusion by the Departamento Munitorum and the office of the Lord Commander Militant of the Imperial Guard. It is recommended that every commander in

the Imperial Guard memorise a portion of it at some point in their career.

If a full collection of the Tactica Imperium were to be gathered together, calculus-logi estimate that it would fill enough shelves that it would take a single man an entire lifetime to read even a tenth of it¹. The Tactica Imperium is not intended to be a prescriptive instruction manual though; circumstances change too quickly in warfare to refer every decision to a book. Its virtue is that it provokes thought and, through it, understanding of the core principals of warfare to be employed by a good commander as and when required.



Order no: Dmreqord/c91/tacimpcol.11005/re

¹The Library Sanctus on Terra has the only known complete copy of the Tactica Imperium, and even so, it is continually growing as older fragments of wisdom come to light or new doctrines are added. Lord Sheyla of Omnase Binary was believed to have the most complete collection of the Tactica beyond Terra, but unfortunately a scribe copying a series of illuminated letters went insane after working on the same word for a decade and burned much of the collection to ashes when he realised he had made a spelling error.

Badges and Insignia

As might be imagined, there are a great many honours and medals of merit available to the Imperial Guardsman throughout the galaxy. Many are specific to particular worlds or campaigns, while others are Imperium-wide. In this section we will confine ourselves to the medals and honours of valour won by the Cadian 91st (the most recent of which were honourably won in the battles fought on the doomed world of Medusa V).

Medusa Star

The Medusa Star was the Imperial Guard's general service medal, which denoted active military service during the Medusa V campaign. It was awarded to all Cadian ranks, though officers received a gold version. This is the most basic award a Guardsman could be awarded in this campaign and has little intrinsic value except to those soldiers newly transferred to the regiment.



Order no: Dmreqord/c91/medstar1004/remi

The Valoris Imperator

Taking the form of a soaring two-headed eagle, the Valoris Imperator is awarded only to soldiers who have served in the Cadian 91st for twenty years or more. It is technically awarded in recognition of long

service, but is in fact it is only awarded posthumously to veterans who have died in particularly unpleasant circumstances.



Order no: Dmreqord/c91/calimp2004/remi

Merit of the High Lords

To be awarded a Merit of the High Lords is a rare honour indeed, bestowed upon the greatest of Cadian commanders – those whose valour is such that his name has been mentioned in the Chamber of the High Lords. It is nicknamed the 'double-edged sword', as it inevitably means the individual who receives it will be under particular scrutiny from his superiors from that point onwards. He can expect to be assigned to the most horrific battlefronts by jealous superiors in order to pass on his wisdom and courage first hand.



Order no: Dmreqord/c91/meriHL3004/remi

The Medusan Laureate

An award born out of the Medusa Schism, the Laureate indicates a Cadian soldier who has effectively 'won his laurels'. Acts of valour leading to great victory are recognised with the Medusan Laureate. Only soldiers who have won a laurel may bear the unit/regiment colours.



Order no: Dmreqord/c91/medlawr4004/remi

The Order of the Eagle's Claw

Awarded to Cadian soldiers who have made landfall in the most perilous of landing zones and triumphed. Only those who have proven victorious against overwhelming odds in a fashion that has been witnessed by their superiors or Imperial Navy observers can earn this award. Bearers of the Order of the Eagle's Claw will receive increased respect from Imperial Navy personnel, regardless of the soldier's service arm. It is rare for soldiers outside of Drop Troop regiments to receive this award, but it has occasionally been issued to Imperial units that have participated in mass orbital deployments (under fire). The Cadian 91st was one such regiment.



Order no: Dmreqord/c91/eagleclaw5004/remi

The Steel Aquila

A golden half-circle bearing a simple steel Imperial Eagle is one of the most prestigious medals awarded to combat personnel of the 91st. Often referred to as the 'lunatic's eagle', the Steel Aquila is awarded to soldiers who, in the face of great personal danger, have triumphed over the enemy and returned in a condition fit for further active duty. This award is never issued without good cause, and only the most spectacularly violent and impressive feats of personal valour will earn it.



Order no: Dmreqord/c91/steelaquila6004/remi

Knight of Medusa

A medal and honorific title awarded to Cadian officers of the rank of Colonel and above who have led their regiments in thirty or more consecutive days of active combat.



Order no: Dmreqord/c91/medknight7004/remi

The Order of the Storm

A campaign badge awarded to Cadian soldiers who have been wounded in battle during the Medusan campaign and have returned to their units. The Order of the Storm depicts a pair of crossed lightning bolts over an Imperial Eagle. Earning a 'double storm' or 'triple storm' denotes a soldier who has been wounded several times and these soldiers are seen as particularly lucky (in that they are still alive).



Order no: Dmreqord/c91/orastorm8004/remi

The Ribbon Intrinsic

Taking the form of an etched brass strip with a tripartite ribbon hanging beneath, the Ribbon Intrinsic is awarded to units rather than individuals. It is given only to squads that have proven to be the linchpin for a victorious battlefield, where it held the line fast and turned what could have easily been a defeat into a victory by determination alone.

Despite its low material value, the Ribbon Intrinsic is said to forge a great bond between members of a platoon and ensure they go from strength to strength. In practice, the Ribbon is usually awarded to a handful of individuals at a time, the tattered and desperate survivors of battles they would rather forget.



Order no: Dmreqord/c91/ribintris9004/remi

The Triple Skull

This medal is awarded to the survivors of actions in which their units have suffered at least 66% casualties. Regrettably, several units of the Cadian 91st received such an honour. It is considered in every way inferior to the Golden Skull, which is issued posthumously to those who fall in such engagements, although doubtless the recipients view it a little more favourably.



Order no: Dmreqord/c91/tripskull1104/remi

The Eagle Ordinary

Issued to Cadian Guardsmen and other associated military personnel (Imperial Navy ranks, Officio Medicae etc) for acts of valour beyond what is required (but not considered extraordinary). A common jest amongst bearers of the medal is that they are the 'boring heroes' of a regiment due to the fact that they are not dead. However, those who do not possess the Eagle Ordinary respect it as a symbol of courage.



Order no: Dmreqord/c91/eagleord1204/remi

The Order of the Scarlet Wing

A lesser medal from the same group as the Order of the Eagle's Claw, the Scarlet Wing signifies that the bearer has been injured in (but survived) a battle where he has participated in some manner of airborne assault. Injuries in such actions are commonplace, however, and hardened drop troops refer to receiving this medal as 'getting his wings'.



Order no: Dmreqord/c91/scarletwing1304/remi

The Winged Skull

The Winged Skull is a traditional badge of ancient origin. Classical convention is to represent the skull with an iron device (which has been adopted by Space Marines as the insignia for a Sergeant). It is usually displayed on the shoulder guards of armour and is most commonly awarded for inspirational leadership leading to righteous victory.



Order no: Dmreqord/c91/wingodskull1404/remi

The Administratum Medal

Depicting a scroll entwined around a single skull, the Administratum awards this medal to those Cadian soldiers who have fought to protect personnel or property belonging to that august body.



Order no: Dmreqord/c91/adminmedal1504/remi

The Crimson Skull

Most commonly seen worn by Officio Cadian Medicae personnel, this medal bears a single crimson ruby. The Crimson Skull is given to soldiers who, whilst directly involved in a combat situation, have successfully administered medical aid to wounded personnel. Veteran field medics are never seen without this medal, however it is not uncommon for particularly valorous soldiers to earn one by saving the lives of injured comrades.



Order no: Dmreqord/c91/crimsonskull1604/remi

The Merit of Terra

The Merit of Terra is awarded to Cadian soldiers who have voluntarily postponed their own demobilisation. A bittersweet award, the Merit of Terra signifies that the bearer will be required to serve much longer than expected. However, it is a well-known sign of steadfast loyalty toward the Golden Throne. All Imperial military personnel respect those bearing the Merit, and it is reported that even the Adeptus Astartes acknowledge the diligence and self-sacrifice that the award represents.



Order no: Dmreqord/c91/meritterra1704/remi

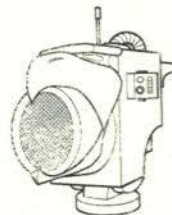


Valour is rewarded with glory!

Master vox

Just as individual soldiers need to communicate the immediate battle-field situation to their squad sergeant and platoon leaders, so too do senior officers need to communicate grand strategic decisions and battle plans that shape the fate of thousands of soldiers. To do this securely and accurately, each Command Section is issued with the Standard Pattern Imperial Guard Master Vox. The master vox units employed by the Cadian 91st allows voice and data transfer in a tried and tested device that significantly improves command and control. The system consists of a network of trunk switches connected by multi-channel vox relay links that provide hololithic, voice, data and telegraph communications.

The communications issued over the master vox are considered secure (subject to article 3755/54h) and, with a trained vox-operator to encode and decode vox messages using approved codebooks, this ensures that enemy forces cannot decipher Imperial vox-traffic¹. In addition to its communications facility, each master vox is linked to overall strategic command and can be used in conjunction with Departmento Cartographe equipment to provide pinpoint fixes to other vox units, thus allowing regimental positions to be plotted and artillery strikes given a fixed datum point. This increases regimental effectiveness by reducing unnecessary vox traffic and removing any doubts regarding the location of Imperial forces.



Order no: Dmreqord/c91/mastervox3005/re

Departmento Cartographe equipment

The complexities of tactical operations and deployment of Imperial forces are such that it is essential for all Guardsmen to be able to read and interpret their maps (together with the standard issue Imperial Guard compass) in order to move quickly and effectively on the battlefield. To this end, Departmento Cartographe maps use colours, symbols, and labels to represent features found on the ground that are represented by Departmento Munitorum sanctioned symbols. These maps provide information on the location of ground features such as cities and routes of travel and communication. They also indicate variations in terrain, heights of natural features, and the extent of vegetation cover. When Imperial forces are dispersed throughout a target world, it is necessary to rely on maps to provide information to each regiment engaged in the fighting and to resolve logistical operations. Guardsmen and their supplies must be transported, stored, and put into action at the proper time and place, and much of this planning must be done by using maps. Every operation requires a supply of maps; however, the finest maps

¹ Each master vox kit includes a one-shot execution pistol to grant the Emperor's Mercy to vox-operators who look certain to fall into the hands of the enemy. Such breaches in security cannot be allowed and it is the duty of every vox-operator to allow himself to be despatched rather than allow himself to be captured.

available are worthless unless the map user knows how to read them. For convenience, maps are divided into three categories:

Small – maps used for general planning and strategic studies, which cover a very large land area at the expense of detail.

Medium – maps used for operational planning, which contain a moderate amount of detail, though terrain analysis is best done with the large maps described below.

Large – maps used for tactical, administrative, and logistical planning. These are the maps that most Guardsmen or Platoon leaders are most likely to encounter.

Once a regimental command has all the maps it requires, they should be considered as documents that require special handling. If a map falls into unauthorised hands, it can easily endanger Imperial operations by providing the enemy with information regarding battle plans, troop movements or the positions of Imperial supply depots.

If a map is no longer required, it must be returned to the Departamento Munitorum. If a map is in danger of being captured, it must be destroyed. The best method of destruction is by burning it and scattering the ashes. If burning is not possible, the map can be torn into small pieces and eaten¹.

MAPS ARE DOCUMENTS THAT MUST NOT FALL INTO UNAUTHORISED HANDS.



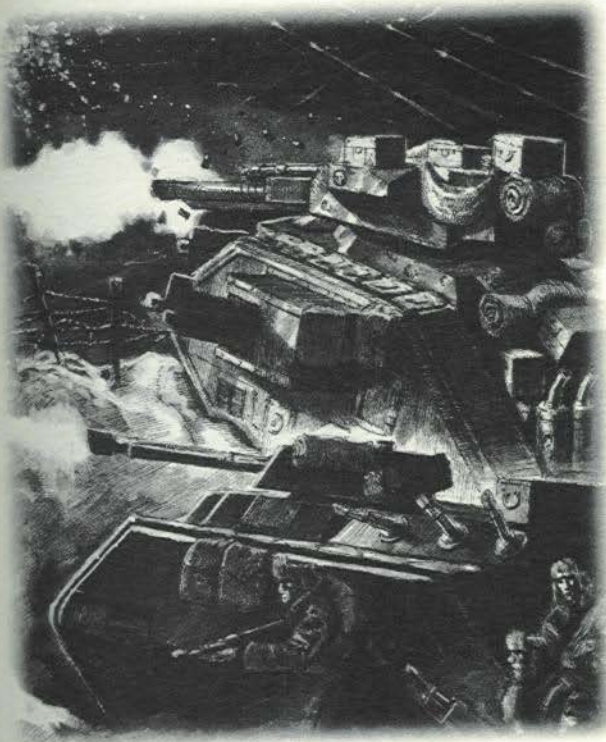
Order no: Dmreqord/c91/Dcartographe-a4005/re

Order no: Dmreqord/c91/Dcartographe-b5005/re

Order no: Dmreqord/c91/Dcartographe-c6005/re

¹ To requisition a new map, refer to the Departamento Cartographie catalogue located at regimental Command Support. Part 3F, subsection 75 of this tome (Topographic Maps) has five volumes. Using the delineated map index, find the map or maps desired based upon the location of the nearest Imperial system. With this information, order maps using the Departamento Munitorum Form 173/b.

CALLING IN A FIRE MISSION – DEPARTAMENTO MUNITORUM GUIDELINES



When your Artillery Command section receives a call for artillery fire, first determine whether to grant the request and if so, how the target will be attacked. Any fire order issued must include what units will shoot and what type of shell will be fired. Base this on your analysis of the target and the reliability of the information passed to you. The processing of a fire mission involves three essential messages. These are the fire order, the message to the

observer, and the actual fire commands. These messages contain the necessary information to tactically engage the target, control the mission, and vox fire direction to the artillery. Requests for artillery strikes coming from units under fire should be considered a priority unless otherwise ordered. Since the squad requesting support is able to see the target (or is under attack itself) their requests should be honoured where possible.



Section I – Target attack considerations

In determining whether to attack a target, you must consider several factors:

Location of the Target – Check the location relative to Imperial forces and zones of responsibility. The range to the target will affect the choice of artillery to shoot and target location accuracy must also be considered. Remember that terrain around the target may influence ammunition selection and type of trajectory. High intermediate crests may require selection of a lower charge or high-angle fire.

Nature of the Target. The size and type of target (for example; troops, vehicles, hard, soft, and so on) will affect the number of guns selected to fire as well as the number and type of shell to fire.

Ammunition Available – Consider the amount and type of shells available to the artillery battery and the likelihood of resupply.

Units Available – The number of guns available will not only affect which may shoot, but also the type of attack. Sweep and/or zone fire or other techniques may be needed to cover large target areas when not enough guns are available.

Commander's Guidance – Restrictions on ammunition usage or standing operation orders may govern

the selection of artillery, shells, target priority and/or method of attack.

Munitions Effects – Determine the type of shell and volume of fire to be unleashed. When in doubt, consult the Departamento Munitorum Graphical Munitions Effectiveness Table and attack guidance matrix.

Availability of Corrections – The availability of corrections to firing data for non-standard conditions is a guiding factor in the choice of charge and munitions, since it directly affects accuracy.

Enemy Acquisition Capability – Determine the likelihood of the enemy launching counter battery fire in order to attack the target in a manner most likely to avoid detection of the artillery platoon's location.

Issue Fire Command

Fire commands give the artillery platoons all the information needed to conduct a fire mission. Initial fire commands include all elements needed for orienting, loading, and firing the artillery. You must ensure that the fire order is clear, concise, and in the proper format. The fire order format is designed to disseminate information clearly and rapidly with minimal discussion. While it is impossible to provide a textbook solution for every conceivable situation, a combination of Departamento Munitorum approved procedure will be enough to avoid confusion.



The noble and much vaunted clerks of the Departamento Munitorum.

PART THE NINTH

A SELECTION OF SIMPLE AND EASY TO UNDERSTAND FORMS FOR THE MANY AND VARIED SITUATIONS LIKELY TO ARISE IN THE DAY TO DAY LIFE OF A REGIMENT

*'For those who seek perfection there can be
no rest this side of the grave.'*

Canto Aeaxctus

Official Departmento Munitorum administrative publications and forms are managed by the Departmento Munitorum Publishing Directorate under the direction of the Administratum Assistant to the Chancellor of the Estates Imperial. The full list of the volumes of forms available to the commander of a regiment are available on request, but a commander should be aware that the likely transit time for such a request will probably exceed his lifetime and will occupy a space (at time of transmission) equal or greater to that occupied by his soldiers.

The forms presented here are but a fraction of those available and represent only the most basic situations that might arise and require the procurement of Departmento Munitorum kit and/or personnel. In addition it should be noted that many of these forms require the written approval of an authorised sub-signatory in the event of a prime signatory not being present; in which case the revised sub-form should be requested. Before attempting to complete any of the forms enclosed within this tome, the following points MUST be noted and understood.

Only those Guardsmen designated as literate should attempt to fill in the forms presented here and only those with a measured IQ of 100 or greater should be allowed access to the forms and guide-books associated with their completion. Failure to follow these guidelines carries severe penalties, as does the wasting of Departmento Munitorum staff time.

Where forms require (in the first person) to be completed in the presence of a witness, only Departmento Munitorum approved personnel may act as such. To

procure a list of such approved personnel, form 45985445/7H5843 (blue) must be completed and despatched via approved carrier. Only such requests as are granted may be viewed by the authorising dispatcher and on successful authorisation, the requisite forms can then be reviewed and sent to the requesting candidate.

For the purpose of any event of dispute between the Departmento Munitorum and requisitioning soldiers, the Departmento Munitorum may treat the particular event that actually happened as not having happened and/or treat any particular event that did not actually happen as having happened. And, if appropriate, the Departmento Munitorum may treat the event as having happened at a particular time and having involved particular action by a particular entity or treat the particular event that actually happened as having happened at a time different from the time it actually happened or involved particular action by a particular entity (whether or not the event actually involved any action by that entity).

Any failure to exercise or delay in exercising a right or remedy under the above clause shall not constitute a waiver of the right or remedy or a waiver of any other rights or remedies and no single or partial exercise of any right or remedy under the above clause shall prevent any further exercise of the right or remedy or the exercise of any other right or remedy. The rights and remedies contained in the above clause are cumulative and not exclusive of any rights or remedies provided by Imperial Law.



Loss of Guardsman's Kit: Form (ER - 190 - 1 - 50)

RCS: DAN-PM7

Report No:	MPI/CID:		Date:
To:	From:		
Nature of kit lost:	Personal kit	☐	☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒
Serial number of kit lost:	Weapon	☐	
	Ammunition	☐	
	Squad equipment	☐	
Location where kit was lost:	Planet: _____ Continent: _____ Base Camp ID: _____		
How kit was lost:	Carelessness ☐ (Report to Regimental Commissar) Enemy Action ☐ Battle? ☐ (Name and Location _____)		
Reported by:	Status of Report ☐ Closed ☐ Follow Up ☐ Execution ☐ Initial ☐ Add-on		
Details (eyewitness accounts, supporting photography, vox-transcripts, etc) (Note: Do not attach reports from other regiments)			
Recommended Preventative/Corrective action (if appropriate)	Authorisation Stamp [Do Not Mark Here]		
Name, Rank and Title of Departmento Munitorum Officer:			



Requisition Order for New Kit (Guardman) Form 4111 - JUN - 555

Requisition Activity:		Official Necessaries Stamp [if any]		Station Number:		
				Date of Request:		
Type of Requisition ☐ Regular ☐ Special (write justification for special request below)		Date Required:		Items requested herein are accessible: ☐		
To: (source of supply)		Ship to: (Planet/Regiment/Company/Platoon)				
Items required:		Source of Supply Action:				
		Line Items:				
Line	Nomenclature	Unit of	Due	Required	EXT	Other action
			Items	In		
Name, Rank and Title of Authorising Official:		Authorisation Stamp [Do Not Mark Here!]				
Decision to Deny Request? ☐ No ☐ Yes (give reasons below)						
Investigation as to reasons behind Requisition Request begun: ☐ No ☐ Yes → Begin investigation						



Notification of Damage of Guardman's Kit: Form 7450-00 - 133055

Category ☐ 1 ☐ 2 ☐ 3

From: (Originator)	From: (Screening Point)	Subdivisions
Report Control No:	Date damage occurred:	MFRS Part No:
Nomenclature of Kit damaged:	Serial/Batch Lot:	Requisition Supply Line ID
Describe how the kit was damaged below:		
Work Unit Code/ETC	Location of Damaged Kit:	
Action/Disposition	Damage as a result of:	
☐ Holding Kit for Inspection	☐ Negligence by Guardman ☐ On Duty	
☐ Returned to stock	☐ Combat (Xenos, Heretic, etc) ☐ Class A	
☐ Disposed of	☐ General Activity ☐ Class B	
☐ Repaired	☐ Military Duty ☐ Class C	
☐ Other (expand below)	☐ Other (specify below)	
Disciplinary Action Required?		
☐ YES		
Authorised Departmento Supply Officer's Name		
Disciplinary Action Recommended:	Authorising Officer's Notes	Authorisation Stamp [Do Not Write Here!]

**Departmento Munitorum Supply/Equipment Request Form: A95 - R - 776**

Supply Name	Supply Type
Regiment Details	Location of Supplies:
Name _____	Supply Level in Stock:
Sector/Sub-sector _____	Supply Level at such a level as to allow Distribution?
World Stationed _____	☐ Yes ☐ No
Combat Active ☐ Yes ☐ No	POC No:
Supply Liaison Officer's Name	

The Following Information MUST be provided

Capability Requested:	Justification:
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Impact if supplies are not provided:

Reason for supply request:	Officia Necessitas Stamp [if any]
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Departmento Munitorum Officer in charge: _____	Authorisation Stamp [Do Not Mark Here!]
Supply Request _____	
Command decision _____	
Departmento Munitorum Approval? ☐ No ☐ Yes	

**Departmento Munitorum Ammunition Requisition Form 4779312/FF197**

Ref:

Submission Date:	As of date (of data):
Major subordinate point of contact (Name/Rank/Regiment/ Planet)	
Supply liaison officer:	Requesting Regiment's Colonel:
Item Nomenclature	
Recipient Regiment	
Stock Number of Ammunition	
Weapon Type (type/pattern if known)	
Is regiment on active service? ☐ Yes ☐ No	
Regiment assets and needs - assets on hand/date requested - total requirements	[be specific about ammunition requirements]
Reason for premature expenditure of ammunition	
What impact will a denial of request have?	
If request is not approved, can the availability date be met from production?	
Authorising Departmento Officer:	
Special Circumstances:	
Officia Necessitas Stamp	Authorisation Stamp [Do Not Write Here!]



The Glorious Lord Castellam Ursarkar E. Creed at Tyrok Fields.